



GAME BOY

Nintendo®

PLAYER'S GUIDE

Official
Nintendo®
Game Boy Player's Guide

The only official guide to over 130 Game Boy games—published by the pros at Nintendo!

GAME BOY™

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GAME BOY GROWS UP

There's no keeping up with the ever-expanding Game Boy library, though the Game Boy Player's Guide is a good place to start. It's chock full of winning strategies, maps and special tips for 28 of the best games for the leading compact video game system.

When you're playing ultra-challenging games like Tetris, Castlevania, Operation C, Gargoyle's Quest and The Final Fantasy Legend, it pays to know what your next move should be. And that's what this guide, brought to you by the pros who create Nintendo Power, is all about. So you want to know how to refill your energy instantly in T.M.N.T.—Fall of the Foot Clan? Save the world from the BYDO Empire in R-Type? Soar by your friends in a Game Link match of Dr. Mario? Read on!

You should also check out the thoroughly researched Game Boy Directory and Index. There, you'll find descriptions, screen shots, Game Link Info and Power Meter scores for all of the Game Boy games to date. Use this valuable guide to over 130 Game Boy titles when choosing your next

compact challenge.

Games in the Directory are broken up into six categories: Action, Adventure, Puzzle, Quiz and Productivity, RPG and Sports. The Action category is the largest. It covers games that require quick reflexes and steady hands. Games in the Adventure category are usually long action-oriented quests that involve decision making. The Puzzle category is made up of brainteasers that take a lot of thought and strategy to master. In puzzle games, you've got to know all of the pieces and figure out how they fit together in order to reach your end goal. The Quiz and Productivity category covers game show adaptations and the new series of Infogentius Game Paks. Games in the RPG, or Role Playing category, are adventures that focus more on character building and puzzle solving than action. And the Sports category speaks for itself. Most of the games in this group are Game Linkers that are great for solo play or for a friendly challenge with your pals.

Even more Game Boy games are being developed as this guide goes to press. Keep watching!

▶ **LOOK FOR MORE NINTENDO PLAYER'S GUIDES** ◀
FOR THE MOST COMPLETE GAME COVERAGE FROM THE PROS

GAME BOY™

Nintendo®

PLAYER'S GUIDE

GAME BOY

IN-DEPTH REVIEWS





SUPER MARIO LAND™

It's A Whole New World!

A new Princess to rescue and the strange world of Sarasaland await you in Mario's first Game Boy Adventure! The setting is strange, but the theme is familiar... fun.



© 1990 Nintendo

MARIO'S METAMORPHOSIS

Try playing a Mario game without a single Power-Up; it can be done, but it's twice as fun with a Mushroom or two.



MUSHROOM

As Super Mario, you can smash blocks.

SUPERBALL FLOWER



Collect a Flower to gain Superball power.



MARINE POP

The Marine Pop mini-sub is useful for underwater action.



Aerial levels require the Sky Pop airplane.



OTHER ITEMS

Items are hidden inside blocks throughout Mario's adventure. Finding and collecting them will increase your odds of survival.

COIN



Collect 100 coins for a free life.



MULTI-COIN



These blocks hold entire Coins and let you collect 100 quickly.



STAR



As usual, the Star grants Mario temporary invincibility.



LIFT BLOCKS



Lifts will boost Mario to the upper section of the map.



BONUS GAME

If you make it to the upper part of each World, you can play the Bonus Game. You also get to play after beating each King.



Mario and the ladder will switch positions from level to level.

Push the A button to stop the ladders and collect maximum 1-Up.



SUPER MARIO LAND

LANDS AND VILLAINS

WORLD 1 BIRABUTO KINGDOM



Palm trees and pyramids grace the first World of Sarasaland. All new enemies inhabit the plains and hills.



Goombas attack slowly and safely.



These hungry carnivorous plants will eat you alive!



Swat these lumbering flies before they stomp you!

KING TOTOMESU



This Spider's goals are so middle-he's out to get Mario! Feed him a few Superballs to cool him down!



Turtle bombs that explode after being stomped.



Force flies which attack with a shower of spires.



These guardians defend the pyramids.

WORLD 2 MUDA KINGDOM



The small islands of the watery Muda Kingdom make precarious perches for the adventurer.



Don't lose your head when these robots lose theirs.



Watch out for these hungry fish when beneath the sea.



These super seashells leap from the water and spit fire.

DRAGONZAMASU



The King of the Seashells breathes fire at you. Evade him and return fire with the Marine Pup's gun.



Swarm the Bone Fishes when they leap from the sea!



This deadly jellyfish defends Dragonzamasu.



You'll meet seashells underwater.



After you defeat Luncheon, they split in two.

WORLD 3 EASTON KINGDOM



You've found the source of the Easter Island statues in the Easton Kingdom.



The flying statue heads fly about slowly.



Pipe Cannons fire these deadly projectiles.



This type of giant spider is mobile and jumps to the attack.

HIYOIHOI



This blockhead rules the Easton Kingdom with a stone head, and attacks with hoppers.



Be so your toes and leap to avoid these vipers.



This type of spider hangs from a web-like and drops to attack.



You can ride these boulders over apolo pits.

WORLD 4 CHAI KINGDOM



The final Kingdom of Sarasaland is located high above the ground. Many perilous jumps must be made to avoid falling.



Pimpis are relentless attackers; they keep on coming back.



These fire splitting snakes attack from above.



These glowing shy mians can be confused with Coles.

TATANGA



Tatanga has kidnapped Princess Toadstool, and intends to marry her unless you can object. Send him back to where he came from!



Always be wary of pipes overhead. They may contain Pelican plants.



Don't dance with these walking plants-keep your distance.



Chickens aren't supposed to fly, but these do right at you!



This cloud co-corns a Clobes disappear.

WORLD

1-1

START

1-UP HEART

MUSHROOM

MULTI-COIN BLOCK

LIFT BLOCK

STAR

Here's your introduction to Sarasaland. You won't find many surprises in the first level if you've played a Mario game before. The play control is similar to the original SMB game.

COIN ROOM

Twenty-one Coins are your reward for entering the pipe.



COIN ROOM

Back into this pipe to get 18 bonus coins. You'll return to the World from the same pipe.



1-UP HEART

Don't miss this or any of the other 1-Up Hearts, especially early in the game when they're easy to get. You won't find many later on.



STAR

Grab the Star and dash to the right while you're invincible. You can go as fast as you like, because you won't miss any hidden items in this stretch.



A TIGHT SQUEEZE

To collect the Coins in these narrow passages, fire a Superball into the gap.



WORLD

1-2

START

Be careful on the moving lifts in this World. Mario's jumping control is similar to the original SMB game. He falls fast and it's hard to control his trajectory in mid-air.

LEARN THE LIFTS

When the lift you're riding reaches its highest point, jump to the next one. Be patient and perfect your timing on all lifts.



BUNBUN CAN BE FUN!

When Bunbun gets close, fire a Superball to knock him out. If you don't have Superball power, get close and run under after he drops a spew.



A HIDDEN HEART

Sometimes invisible blocks hide items. Jump under the spot where the invisible block is located and it will reveal the block and the item. Collect and continue!



MASTER THE POSSIBILITIES

Use the ricochet properties of the Superball to take out hard to reach enemies. To hit a Bushy High in the sky, bounce your shot off the edge of a ledge.



DROPPING LIFTS

Dash across these lifts to make it to the upper exit door. If you hesitate, the lift will fall.



SUPER MARIO LAND

WORLD 1

1-3

START ▶



HOP A HIDDEN LIFT

Be sure to take the Lift Block to the upper part of the stage. It's an easier path and you won't miss anything below.



COIN ROOM

In this Coin Room, you can get a total of 25 Coins.



FIRE!

As soon as you see Eas, launch a Superball to knock him out.



COIN ROOM

Use the Lift Block to reach this room. Use a Superball to get 30 Coins.



BURIED TREASURE

You have to be small to go through the passage that leads to the Coins under the pyramid. You can Power-Up later.



TRIUMPH OVER TOTOMESU

Fire hits with the Superball will beat King Totomescu. Fire rapidly while dodging his fiery breath. Jump to the box to beat him more quickly.



WORLD 2

2-1

START ▶



SCORE THE COINS TWICE

Before entering the Coin Room, collect Coins from the Multi-Coin Block. Enter the room and collect all the Coins. Exit and get the Coins outside again.



COIN ROOM

A total of 70 Coins are holed in this Coin Room. Break blocks and use a Superball to get them all.



COIN ROOM

Although there are only 20 Coins in this Coin Room, you should never pass up a chance to get more loot.



1-UP HEART

To capture this 1-Up, you must be big. Break the first block, then hit the Item Block above it. As the Heart falls, jump to the platform where the Coins are to collect it.



WORLD

2-2

Meet the Mekabers—robots that lose their heads when Mario is around! This World isn't too difficult, although there are a couple of jumps you need to make while being harassed by enemies.

COIN ROOM

This Coin Room also holds 70 coins (plus some in a Midair Mid-Coin Block). Check it out!



START ▶



MEKABON MADNESS

The Mekabon's head serves as its weapon. It will regularly launch it in search of Mario. Your best bet is to quickly stomp the robot before it attacks.



TRICK FLOOR

To reach the lower passage you must use an Intangible Floor that covers part of the gap. You must be small to fit into the passage.



COIN ROOM

This Coin Room has only 10 coins. The Intangible Block that will allow you to exit the room is towards the left side this time.



HOP TO IT!

It's difficult to reach the upper wall of this World. You'll have to quickly hop up the small dropping tiles to make it.



WORLD

2-3

In this underwater area, you'll have to man the Marine Pop and blast your way through the defenders. The automatic scroll won't cause trouble unless you fail to blast blocks.

MARINE POP POWER-UP

Hidden in the blocks at this point is a Power-Up that will make the Marine Pop increase in size.



START ▶



TORION ATTACK!

The Toriones attack like torpedoes in groups of three. Blast them when they first appear.



GUNION

After you shoot a Baelin, it will explode into deadly fragments, so be ready to dodge. You can also just go around the passive octopi.



MARIO MONEY!

These Coins have your name on them! Rush forward and get as many as you can, then go back and get the ones you missed.



DEFEAT DRAGONMASU

Watch the pattern of Dragonmasu's line and Tanaka's movement. The bottom of the screen is the safest place to be.



SUPER MARIO LAND

WORLD

3-1

The first World of the Eastern Kingdom is where things start to get tough. The enemies are real heavyweights (not surprising, considering they're made of stone) and attack furiously. Advance and don't panic when the stone men start clogging.

START ▶

GOING DOWN

Jump into the hole and hold Right on the Control Pad. You will collect the Coin but still make it onto the platform.



COIN ROOM

Collect the nearby Coins before you go into the Coin Room. You'll be able to collect them again when you exit.



A DEADLY TRAP

Don't jump for these Coins, because there's no safety net below. You can only collect them with the Superball.



MEGA COIN ROOM

This Coin Room has over 100 Coins in it, which means a guaranteed loss if you get them all.



GALLOPIN' GANCHAN

The Ganchan looks like a menacing boulder, but it's really your ticket over the spiked pits ahead. Carefully climb onto it and ride it across the spikes!



WORLD

3-2

World 3-2 is crawling with spiders. Unless you have Superball power, it's best to avoid the hanging spiders. Stomp the jumpers when they come close.

START ▶

GIRA CANNON AHEAD

The Cannon is shooting Giras. Be careful! Collect a Super Mushroom near by the Cannon with caution.



TAKE ME TO THE TOP

You can make an Invisible Block appear at this point and use it to take the upper level at the World past the spiders ahead.



COIN ROOM

A hidden Lift Block will allow you to make it to the Coin Room above. Unfortunately, this time you won't get a shortcut out of the level.



ANOTHER ROCKY RIDE

It's a little more difficult to get onto the boulder at this point. Be sure to jump off the boulder before it plummets into the pit.



CRUMBLING BRIDGE

At the end of the World, you'll have to leap quickly to make it across the bridge of falling blocks.



WORLD



The Chai Kingdom's castle is a hard nut to crack. It starts out with tough jumps on moving platforms, and goes on to more difficult obstacles. Plenty of hard rock hammers await yee!

START ▶



COIN ROOM

It can be tough to reach this Coin Room. Stay on the moving platform and jump quickly from the dropping blocks to the pipe when the coast is clear.



COIN ROOM

Don't miss the coins in this secret Coin Room.



COIN ROOM

It can be tough to reach this Coin Room. Stay on the moving platform and jump quickly from the dropping blocks to the pipe when the coast is clear.



B BUTTON BOOGIE

Hold down the B Button to run rapidly over the small gaps at this point. If you're small, take the risk of collecting the Power-Up.



NIMBLE LEAPING NECESSARY

Jump onto the moving lift and then jump up. Work your way over to the other side of the barrier and onto the next moving lift. Quickly jump up and continue right.



HURTLE HIYOIHOI!

Hyoihoi attacks by hurling large stones at you. Use the stones to your advantage to get a boost over the gap in Hyoihoi's chamber. From the top of the rock, leap for the goal to finish off Hyoihoi.



WORLD



As you'd expect, the Chai Kingdom is the toughest yet. Totango is waiting and he does not expect you to make it. You'll really have to use the gamut of enemies to make it through this World.

START ▶



COIN ROOM

Press Right on the Control Pad so you enter this Coin Room to reach the most Coins, or use a Superball to get them all.



PINOPI IS NOT PLEASED

PinoPi is a glutton for punishment—if you stomp him, he'll revive and continue his attack. Once you've stomped him, press set



DON'T LOOK DOWN

Don't panic when you reach these dropping lifts. Jump carefully and accurately.



B BUTTON DASH

Hold down the B Button to run over the falling blocks at the end of this World.



SUPER MARIO LAND

WORLD

4-2

START ▶

Walking flowers, fire-spitting snakes and tons of cannons defend this area against trespassers. Some of these enemies are tough against Super-bell power, or are even indestructible!

ROTO DISCS REVISITED

Avoid the deadly pits which circle some of the blocks in this World. The center block is a safe spot.



COIN ROOM

This coin room has 235 coins in it. To get all of them, one must use the Superbell!



BREAK DOWN THE WALL

If you're Super Mario, break down the wall and enter the upper path at this point. It's a little easier and contains coins and Power-Ups.



INVINCIBILITY HAS ITS PRIVILEGES

Collect the Star and advance quickly. Don't rush on to the moving lifts—take them slowly.



RUN OVER THE GAPS

Again, hold down the B Button and dash over the gaps close to the end of the World.



WORLD

4-3

START ▶

You're on your way to bringing Tatanga to justice. Pilot the Sky Pop straight and true, and you'll make it through his cloud-filled domain to the final fight! Daisy is waiting!

ALL THAT GLITTERS ...

It's best to avoid the Chikako sky mines because they take 10 hits to destroy. Don't mix them up with Coins.



THE SKY IS FALLING!

The Chikens seem innocent enough, but they'll run you when they get close. Shoot them quickly or keep your distance.



BROKINTON

Keep your distance when Brokinton moves left, and get your hits in when it moves right. Fire continuously to win.



BETWEEN A WALL AND A HARD PLACE

Hold Left on the Control Pad when you're between a wall and the edge of the screen to survive.



FINALLY—TATANGA!

There's no trick to defeating Tatanga. Avoid the bolts he shoots and return fire continuously. Dodge and destroy!





T.M.N.T. FALL OF THE FOOT CLAN™

TM

The Turtles Tear Up the Technodrome™

Jump into the sewers with the Teenage Mutant Ninja Turtles as they fight through five Foot Clan packed stages to Krang's high tech hideout. It's martial arts action with Ninjas, Monsters and Pizza!



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Choose Your Turtle and Come Out Fighting!

While each Turtle does have a different weapon, they're all equally powerful. Choose the Turtle that you like the most, master the use of his weapon and practice the enemy-crunching Jump Kick.



| LEONARDO | RAPHAEL | MICHAELANGELO | DONATELLO |
|---|---|--|---|
| | | | |
| The leader of the Turtles is a master of the Katana Blades. | Raph's Sai has seen plenty of action in battles with baddies. | Pizza man! Mike is a master with the Ninja-swinging Nunchukus. | Don knows the Do and he's willing to swing it at any evil-doer. |

ORDER OUT FOR ENERGY

Foot Clan fighting can take a lot out of you. Grab a slice of Pizza and you'll regain two units of energy. A whole pie will give you four units.

| PIZZA SLICE | BOX PIZZA | WHOLE PIZZA |
|--------------------------|---------------------------------|---------------------------|
| | | |
| Regain two energy units. | Regain up to four energy units. | Regain four energy units. |

STAGE 1



START ▶

When the hovering Tubular Transports drop to your level, knock them out of the air.



Approach the firing Foot and knock down their shots with your weapon.



BONUS GAME

Break the second oil barrel and walk into the space where it was. You'll be sent to a Bonus Game with a chance to refill your energy.



T.M.N.T. FALL OF THE FOOT CLAN

1-2

When the Meusers grab hold of you, shake them off and hit them.

START ▶

You can drop into the drink unharmed.



BONUS GAME

Walk under the pipe 'til you hit the wall to enter another energy-restoring Bonus Game.



Jump! The Shell Shocker's invincible!



1-3

START ▶

Leap over the unbeatable Brawling Bikers.



Multiple motorcyclists rear by here. Jump! Jump! Jump!

BONUS GAME

Drop into the water and walk to the wall under the pipe for a bonus.



1-4

START ▶



Leap out of the way of falling bricks or hit 'em!

Break the oil barrels to get to the next area.

The ceiling is falling! Don't get hit by bricks.



ROCKSTEADY

ROCKSTEADY!

This rhino renegade is armed with an automatic. Knock down the shots, then hit him when he gets close.



STAGE 2

2-1

START ▶



BONUS GAME

Jump up to the ceiling just right of the descending pillar and you'll warp to a bonus game.

Watch the shaky ceiling and avoid falling bricks.

You can ride the rising pillars, but you should avoid the dropping ones. If they hit you, you'll lose three units of energy.

Three Shell Shockers roll your way here. Jump to avoid them.



You'll encounter a Shell Shocker avalanche when you get to the stairs. They're unbeatable. Jump as they approach.

2-2

START ▶

Another Shell Shocker! Look out!

It's Puzzle time! Grab the floating box for four units of energy.

Another Shocker! Jump!



Loop around the descending Shocker.

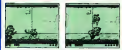
Watch your footing and try to hit the Balls of Fire! You'll lose energy if you drop into the slime below.



BEBOP

BEBOP

The battle boss of the sewers will charge as soon as he sees you. Jump over him and try to tag him from behind. Then, when he turns, hit the blasts of his Ray Gun.



Hit the Foot Soldiers first in this area. Then take care of the falling bricks.

Shell Shockers and Foot Soldiers make for a deadly combination on the stairs.

T.M.N.T. FALL OF THE FOOT CLAN

STAGE 3

3 → 1

START ▶

There's a ton of Foot Soldiers on the conveyer and some of them throw bricks. Take 'em as they come and eat Pizza when you can.

Hit the thrown brick in mid-air, then fracture the Foot Soldier.

BAXTER STOCKMAN

There's another brick-tosser on this truck. Send him flying.



Surrounded! Work quickly and hit 'em all!



Grab the last slice of Pizza before you battle Baxter.

JUMP KICK CLEAN UP

There are a lot of Foot Soldiers on the trucks. Master the Jump Kick and you'll be able clear them out of the way quickly.



BAXTER STOCKMAN

The leader of the conveyer is bee-boy Baxter Stockman. Baxter releases shots in two directions as he hovers. Avoid the fire and leap when he buzzes you. Then Jump Kick him! If you're quick, you'll knock this mutant out of the air in no time.



ONE SHOT REFILL

If you're low on energy and you want to use a one-shot game chance for a free refill, press the game. Then press the arrow keys on the Control Pad and the A and B Buttons in the following order: Up, Up, Down, Down, Left, Right, Left, Right, B, A.



Press the game when you're low on energy.



Enter the code and fight at full power!

STAGE 4

4-1

START ▶



Nitro-Burning Donuts drop and roll here. When they're on the float, they're too low to hit. Slash them while they're falling.



The log jam flows freely. Leap onto the logs and you'll be able to avoid a lot of the enemy activity below.

There's no getting away from the Shell Shockers, even at the bottom of a river.



Fillet O' Fish mechanical fish grab hold of you like Moussers. Shake them off!



BONUS GAME

Jump up and to the left for a bonus.

Pink Eyesores float and turn as though they're operated by remote control. Jump out of their path or hit them head on.



The ceiling is falling! Run past the plummeting pieces or hit them with your weapon before they hit you.



4-2

START ▶



From the looks of the map, it may seem like this area is Mousser-free. That's not true by a long shot. These sneaky mechanoids wait underground and surprise you as you approach. Shake 'em off and knock 'em in to a million pieces.



A Mousser emerges!



Hit it quick!

The Eyesores come out two at a time. Don't avoid them, just attack!

SANDWICH ATTACK

Shell Shockers and Eyesores roll out from both directions in this area. Turn left, turn right and jump to survive this onslaught.



Shell Shockers!



Eyesores roll right 'em!

T.M.N.T. FALL OF THE FOOT CLAN

AIR OUT

Jump out of the water if you're surrounded by fish. When you return, they'll be gone!



At first, it's fish-infested....



Jump out of the water....



The fish have flown!

Shell Shakers and Bunsen cause trouble here. Jump out of the way.



You're surrounded by mechs. Keep slashing.



STAY AFLOAT

Stay on the logs and float over the trouble brewing below!



The water's swimming with enemies.

SHREDDER!

The Foot Clan leader has learned Ninja magic. As soon as he swings his sword, he disappears and shows up somewhere else. Try to jump over him and nail him from behind.



Shredder uses magic!



Attack him from behind.

SHREDDER



Shredder is history! Hurray to the technodrome.



QUICK WITS AND REFLEXES EARN YOU REFILLS

There are three different kinds of Bonus Games that you can win to get you jump to the designated areas on the maps. If you win, you'll earn energy refills. Press and hold the A, B and Select Buttons on the Configuration Screen, then press start. Choose the question mark that appears to practice the games before playing.

BONUS GAME 1



You've got 10 minutes to beat a mystery monster. Whoever gives you 100% is the winner.

BONUS GAME 2



Take away Ninja Stars from one of three rows and learn Kung Fu with the last one to win a refill.

BONUS GAME 3



Shoot the flying targets. If you hit the designated number, you'll win.

STAGE 5

5-1

START ▶

Beams blast down from above. Get close to them, then run as soon as they disappear.



BONUS GAME

Jump to the upper-left corner for a bonus.



Torpedo Timmies hesitate before they come in for an attack. Get out of their line of sight or get ready to hit them.



When you leap onto the platform, you'll be met with a Meeser and Foot Soldier attack. Take care of them. Then hit a dropping Donut.



5-2

START ▶



Spiked Spine Stretchers and Donuts fly through here. Keep jumping.



BONUS GAME

Jump to the upper-left for a chance to guess the secret number.



SPINE STRETCHER ALERT

The super quick, super sharp Spine Stretchers come in two different sizes. The tall ones are very difficult to avoid. Jump high!



Short Stretchers are hard enough to avoid.



The tall ones are close to impossible.

Take on the Roadkill Rodneys with a Jump Kick attack, but beware of the Donuts.



Jump Kick Rodney.



Avoid the Donuts

T.M.N.T. FALL OF THE FOOT CLAN

There's only one chance for Pizza in this section of the Technodrome. Don't blow it.



Stay on the platform and defeat an approaching Rodney from this perch.



ROCK RODNEY WITH A KICK

The rolling robots known as Roadkill Rodneys are super strong and they attack with an electrified cable. The best way to destroy them is with a Jump Kick.



Duck! That cable slices!



Hit 'em with a Jump Kick.

Jump Kick the Roadkill Rodneys and Foot Soldiers in this area. Then take on a slew of deadly Demuts. You've got to save energy here!



The Beam blasts upward here. Wait for it to stop or jump over it.

Pizza is scarce around here. Make sure that you grab this floating Pizza.

Take the last Pizza for some much needed energy before you meet Krang.



➔ KRANG

A Spine Stretcher slides in on the ceiling here. Stay low!



KRANG!

The beefed-up body of the alien leader is slow but strong. Stop in for an attack, then move away before he can counter with a Turtle-crunching jump. If you're swift, he'll fall.



DESTROY THE TECHNODROME AND RID THE WORLD OF THE FOOT CLAN MENACE!



BATMAN™

BATMAN FACES HIS MOST FAMOUS FOE

Batman, the masked vigilante of Gotham, will stop at nothing to see that the city's thugs and hoodlums are put behind bars. Now, a new villain is avenge and the Coped Crusader is on his trail.



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THE JOKER IS BORN

Jack Napier's acid bath in an Axis Chemical Factory vat changed him from a petty villain to the most feared criminal mastermind that Gotham City has ever known: the Joker. Now, Batman must hunt him down

before the Joker gets out of control and destroys the city. It's a four-part story that begins with the Joker's origin and ends with a final showdown in Gotham Cathedral.



"THE JOKER IS BORN" (NINTENDO ADVANCE)

SHOOT



Hit the B Button and Batman will fire his powerful pistol, or use Batwing's forward shooting beams.

JUMP



Press the A Button to send Batman flying over obstacles and bottomless pits. Hold the A Button down for longer jumps.

GET DOWN



Press and hold Down on the Control Pad to make Batman crawl, then press Left or Right and he'll be able to crawl under low platforms into tight spaces.

SPECIAL ITEMS

The stages of Batman's adventure are littered with blocks. Break the shaded blocks and you'll uncover several varieties of items.

BONUSES

BONUS POINTS



Earn an extra 5,000 points by collecting this special item.

HEARTS



Recover a quarter of Batman's energy by picking up a Heart.

SMOKE PELLETS



Instantly obliterate all of the enemies in the area with the powerful pellet.

1-UP



Earn another chance to thwart the Joker by taking Batman's likeness.

POWERS

SPEAR UP



SPEAR DOWN



The cue increases or accidentally decreases the frequency of Batman's shots with these important items.

BATWING



FASTER BATWING



Up to four Batwings rotate around the Coped Crusader and shield him from enemy contact.

WEAPONS

NORMAL WEAPON



Take out enemies with accuracy using this standard laser Gun.

SHOT WEAPON



At short range targets rapidly by collecting the downgraded weapon.

WAVE WEAPON



This Gun is hard to aim, but you can use it to hit high and low foes.

POWER WEAPON



Fire through walls and pulverize enemies with this super blaster.

BATARANG



Batman's most famous weapon is very strong and hits enemies twice.

TRANSMETER WEAPON



This is the strongest weapon, but it fires only one shot at a time.

BATMAN

STAGE 1-1 THE GOTHAM STREETS

Gotham City is crawling with Napier's goons and lookouts. Fight them off and make your way to the factory.



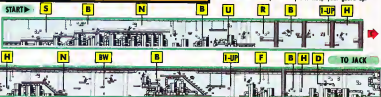
STAGE 1-2 AXIS CHEMICAL

The fight continues inside the Axis Chemical Factory. Climb the stairs cautiously and don't drop between platforms.



STAGE 1-3 DEEP IN THE FACTORY

The action is even more intense here, which means that Napier must be close. Jump carefully and keep your guard up.



ITEMS KEY

| | | | |
|----|----------------|------|--------------|
| BW | BATWING | S | SHOT |
| F | FASTER BATWING | R | BATARANG |
| D | SPEAR DOWN | T | TRANQUILIZER |
| B | BONUS POINTS | SP | SMOKE PELLET |
| H | HEART | N | NORMAL |
| | | 1-UP | 1-UP |

JACK NAPIER

Jack is fast and powerful. Try to collect the Batarang or Power Weapon before you get to him. Then stay on the other side of the screen, kneel down and fire away.



Kneel and fire at Jack Napier. If you knock out all of his energy, he'll drop into the vat below.

STAGE 2-1 GOTHAM CITY

Jack's dive has driven him insane. Now, as the Joker, he holds Vicki Vale captive at the museum. Make your way there and hurry!



JUMP QUICK

Blocks fall on these narrow platforms. Jump off of them quickly before they can crush you.



Watch for falling blocks and get out of the way.

KEEP MOVING

The chance of precipitation is 100 percent as blocks continue to rain down.



There's no rest for the weary. Continue to avoid the blocks.

HAVE HEART

Don't break the block in the center here. You'll need to use it as a boost to get to the Heart on the platform to the left.



STAGE 2-2 THE MUSEUM

The Joker has seen to it that there are plenty of places for you to fall in this trap-ridden area. Watch out!



POWER BLAST

Stay behind the blocks here and blast through them with a powerful weapon. You'll quickly clear the area of the Joker's thugs.



GO HIGH

Take the upper route here and blast the block in the center to collect the super-strong Tranquilizer.



Jump up and around this obstacle to collect the Tranquilizer.

HEART ALERT

Unless you're already at full energy, you should break the blocks in this area and collect a Heart.



Break a Heart before you move on.

STAGE 2-3 THE MUSEUM

This place is huge! There's only one more wing to explore and you'll snake the Joker out from his hiding place.



UP AND AWAY

The upper route should be your choice here. If you go low, you'll be forced to take down grades.



Take the high road and collect Power-Ups.

FALSE FLOOR

Enemies wait below for you to drop through trap doors. Watch out!



LONG JUMP

You'll be able to just make the leap to the 1-Up if you start from the left edge of the block.



Leap to the left and collect the 1-Up.

BATMAN

1-UP

B R B N P B B F S F B BW

TO STAGE 2-2

BAG THE BATARANG

Use the blocks in the center as a platform, then jump up and to the left in order to collect the Batarang.



Leap to the left and get this great item.

AVOID THE SHOTS

Wait for shots to stop temporarily. Then leap from this block to the floor and continue your journey.



Don't cross the line of fire until there's a break in the action.

A HELPFUL HIDDEN BLOCK

Jump up and down on the second block here and repeatedly fire your weapon to make a hidden block appear.



Fire to make the hidden block appear.

1-UP 1-UP

B

S

H

TO STAGE 2-3

DOUBLE 1-UPS

There are two, count 'em, two 1-Ups in this small area. You'd be crazy if you didn't grab them.



WATCH YOUR STEP

Be extra careful as you move from one narrow platform to the next.



PASS UP THE POWER-DOWN

The Shot is way too difficult to collect and you wouldn't want it anyway.



HIGHER IS BETTER

Jump to the top of this area and take all of the bonuses. If you go low, you'll get nothing but bad items.



The bonuses are much better on top of this obstacle.

H S D B X S H X2 R N

F BW

TO STAGE 3-1 NEXT PAGE

ITEMS KEY

B BONUS POINTS

W WAVE

R BATARANG

H HEART

P POWER

T TRANQUILIZER

U SPEAR UP

BW BATWING

N NORMAL

SP SMOKE PELLET

D SPEAR DOWN

F FASTER BATWING

S SHOT

1-UP 1-UP

STAGE 3-1 OVER GOTHAM CITY

Vicki was saved, but the Joker got away. Now, take to the air and try to keep the Joker from taking over this city.

START ▶



CURB THE 'COPTERS

The Helicopters fly in a straight line. Blast them if you can or just move out of the way.



MAKE A HOLE

Four Phoenix attack in a vertical formation. Take one out and fly through the hole.



HEAVY ARTILLERY

Huge 'Copters shoot three bullets at a time. Avoid the fire and hit them with your own power.



A MIXED ATTACK

Both Big and Small 'Copters attack at once! Hit what you can and try to avoid the rest.



HOT AIR AND COLD FIRE

Slow moving Blimps and fast Missiles from the ground make the going tough in this area.



AN EXPLOSIVE COMBINATION

Jets soar from behind and Missiles attack head-on. Aim far as you can as you dodge the others.



STAGE 3-2 OVER GOTHAM—THE SECOND WAVE

Since you survived the first round of filters a new fleet is up and ready to take you down.

START ▶



RETURN OF THE JETS

While these Jets are tough, they're small potatoes compared to what's on the way.



MYSTERIOUS FLOATERS

These big Balloons are unstable. Get out of their way and keep flying toward the goal.



ANOTHER TRY

The Blimps and Missiles are back. You beat them before. Now, go for a repeat victory.



BOSS-2

Watch out! This 'Copter is not messing around. It's loaded with some major firepower and it's ready to take down anything in its path, including meddling Bats.

STAGE 3-2 BOSS-2

The 'Copter releases a vertical line of fire that converges on the Batwing. Then it sends out probes that fly to the four corners of the screen to seek and destroy intruders. Fly fast and avoid what you can.

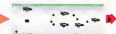


Dodge quickly as the line of fire converges.



Watch out for the Probes and target the 'Copter.

BATMAN



BEHIND YOU!

Giant Jets attack from the rear. Watch where they fly and fire off the rear Guns.



BOSS

The fast moving machine at the end of this stage has been sent by the Joker to slow you down as he makes a mess out of the Gotham City anniversary celebration below.



MISSILE MANIA

Missiles fly from below and ahead here. Figure out where they're going and avoid them.



BLIMPS-A-PLENTY

The Blimps lie up and attack en masse! Fly between the lines. You're almost to the goal!



START ▶



The enemies come out in bulk in this stage. You'll have to keep firing with both Guns to find any clear airspace. Try to save as much

energy as possible for the dual Boss attack at the end.

STAGE 3-1 FLIGHT PATTERNS

START ▶



The Battle over Gotham is at least as challenging as the fight on the ground and the enemies come at you a lot quicker. Study the

flight pattern and prepare for every attack. The most difficult situations are when two kinds of aircraft attack at once.

GOAL

STAGE 3-1

BOSS



This huge machine sprays fire, then moves in a straight line. Dodge the fire first. Then fly to the other side of the screen and try to hit it while it's moving with either the front or rear Guns. This will be a tough battle if the Batwing has already been damaged.

THE FRONT

Dodge the fire of the giant mechanoid and fire the front Guns by pressing the A button.



THE REAR

Press the B button quickly and repeatedly to fire the rear Guns when the Mechanoid is behind you.



BOSS-1

STAGE 3-2

BOSS-1



The Gigantic Plane near the end of this stage fires ahead and above. Fly away from the fire and stay as far away as you can. Then pelt it with your own power-packed shots.



The Plane fires ahead and above. Avoid the bullets.



Stay away and fire at the Plane repeatedly.

STAGE 4-1 THE GOTHAM CATHEDRAL

The Batwing's been grounded and so has the Joker's attempt on the city. It's just you and him for the final chase.



WAVE THE WAVE WEAPON

Accuracy is extra important in your fight to the top of the Cathedral. Refrain from collecting the Wave Weapon and try to stay with something that shoots straight like the Batarang, Power Weapon or Tranquilizer.



TAKE AIM AT THE BATWING

Blast the block that holds the Batwing, but don't fire on the block next to it. You'll need to use it as a platform to collect the Batwing.



MAXIMIZE YOUR POWER

If you've collected all of the Spear Up Power-Ups to this point, you'll be able to fire as many as seven shots at once.



Collect the Spear Ups for a seven shot max.

STAGE 4-2 THE GOTHAM CATHEDRAL

One last section of the Cathedral remains. You're about to finally face the Joker and fight to the finish.



A NON-STOP BATTLE

The action automatically scrolls to the right in this area. Keep firing and jump as soon as the target area is clear.



That's on time to rest. The Joker is getting away.

FIRST THINGS FIRST

You probably won't have the time to collect many items in this section. Concentrate on jumping to the next platform, then try to collect items.



Forget the items and jump for the platforms.

LAST CHANCE 1-UP

The last 1-Up that you'll see before your battle with the Joker is in this area. Collect it if you can.



Pass by the Spear Down, but get the 1-Up.

ITEMS KEY

| | | |
|-------------------------|-----------------|------------------------|
| B BONUS POINTS | W WAVE | R BATARANG |
| H HEART | P POWER | T TRANQUILIZER |
| U SPEAR UP | N NORMAL | SP SMOKE PELLET |
| D SPEAR DOWN | S SHOT | I-UP 1-UP |
| BW BATWING | | |
| F FASTER BATWING | | |

S SP B F B 1-UP H

TO STAGE 4-2

SMOKE 'EM OUT

Get the Smoke Pellet to quickly clear the immediate area or stay behind an obstacle and fire through it to beat the enemies on the other side.



Grab the Smoke Pellet or hit the enemies through the barrier.



SURPRISE ATTACK

A Robot paces left and right on the low platform. Wait for it to start moving to the right, then jump down and hit it before it turns around. At this point, it's important to avoid any enemy contact that you possibly can.



Surprise the Robot by hitting it while it moves away from you.

PASSAGE TO THE 1-UP

Jump and fire into the air around this area and you'll uncover hidden blocks which you can step onto and climb to the 1-Up.



Fire in the air to make hidden blocks appear.



Jump on the blocks and get the 1-Up near the ceiling.

F H B

THE JOKER

RUIN THE CANNONS

There are Cannons on the only platforms in this area. Hit them quickly and jump for the platforms.



Jump and aim for the Cannons.

The Batwing is very effective here.



You've finally cornered the Joker and the ultimate battle has begun! In your first fight, you came out victorious. Try the same techniques and you can win again!

THE JOKER

The transformation of Jack Napier to the Joker has made him much more sinister, but it hasn't changed his fighting techniques. He still moves quickly and he still fires a powerful Gun. Stay away from him and fire when you have a clear shot.



Jack's back and he's not joking.

Jump and fire at the Joker when you can.



AVOID THE JOKER'S FIRE



STRAIGHT SHOTS

Kneel down and let the stream of fire go over your head.



TRIPLE SHOT

Jump as high as you possibly can to clear the bullets.

VICTORY!

The Joker has tumbled to his timely demise. Gotham city is safe until the Bat signal shines again in the night sky.





OPERATION C™

**Strike Back
Against Mad Mobs
From Space!**

Get ready for out-of-this-world combat in *Ukyo's Operation C: The rapid fire pace and explosive action will test your shoot-em-up skill, as you go it alone against hordes of aliens and androids!*



TM & © 1993 Konami

GO SOLO AGAINST AWESOME ALIENS

As super commando "Scorpion," you've foiled attacks from outer space before (in *Contra* and *Super C* for the NES). But in *Operation C*, you must single-handedly conquer a homegrown alien invasion: Black Viper, an evil

alien commander, has set up a breeding ground for mighty android warriors on a remote desert island. It is essential that you destroy this creature cancer before it can spread to a populated part of the Earth!

THE PROBLEM AS YOU SEE IT

● AREAS 1, 3 and 5

The viewpoint on the action in these three areas is from the side, with vertical and horizontal scrolling possible. The B Button fires your weapon (hold it down for rapid fire). Most enemies can be avoided by ducking (press Down) or jumping (press A).

● AREAS 2 and 4

These two areas are displayed in an overhead view. Since you cannot jump, you'll have to use skilful movement to avoid enemies. The B Button fires your gun, the A Button does nothing.

AREA 1

The entrance to Black Viper's base is guarded by the mindless alien drones that are common to the *Contra* series. They aren't very smart, but there are a lot of them and they attack from ahead and behind!



START



SNIPER SENTRIES

Watch out for android snipers. Take them out with a well-timed jump shot or a diagonal shot. You can also stand directly below and fire up.



SPREADER GUN

Here's your first chance to get the Spreader. Shoot down the capsule and collect the booster when the coast is clear.

DUCK AND COVER

Hit the dirt! From a prone position you can hit the enemy gun port, but it can't hit you!

BACK BITERS

Turn and take out your pursuers from a crouching position, or leap at them from the top of the hill.

OPERATION C

LOCK'N LOAD: YOUR ALIEN-BUSTING ARSENAL

On a sole commando mission like this one, your best (and only) friend is your weapon. Fortunately, you've brought along the best one available. Not only does it have unlimited ammunition, but periodically headquarters will send you a power booster. If you shoot down this capsule you will collect one of the following high-powered weapons.

● HUNTER GUN ●

The Hunter Gun is possibly the best power-booster. With it, your bullets act as homing missiles and fly energetically towards the enemy.



● FIRE GUN ●

The most powerful weapon available, the Fire Gun lays down a powerful, explosive blast that will incinerate any enemies in its area of effect.



● SPREADER GUN ●

The Spreader is the most common of the power boosters. The first booster you get will split your gun's fire into three, and the second will split it into five.



◀ THREE WAY SPREAD



◀ FIVE WAY SPREAD

When you use rapid fire with the Spreader Gun there are so many bullets some may miss and disappear.

EVIL ELEVATOR

While this lift descends, flying laser robots will attack. Stand to the right of the platform and fire up to beat them all.



ATTACK HOVERCRAFT

The Hunter Gun is the best weapon for the Hovercrafts. If you don't have the Hunter, jump and press Down in mid-air, firing all the while, to destroy them.



STEALTH SUBMARINE

If you have the Hunter, the sub's a fish in a barrel. If not, use the same technique you did on the Hovercrafts.

AREA 2

SUPER TANK

Take out the gun ports of the Super Tank one at a time, and be wary of the Flame Gun in the center of the machine.



BATTLETRON TANK PART 2

Stay on the lower right of the screen and blast this tank's guns from the right side.



CONVEYOR BELT CANNONS

Four cannons move parallel to the conveyor belts, which move against you and slow down your forward progress. Try for the Hunter Gun as it makes this part easy!

ARMORED ANDROID CARRIER

Be careful of the grenade launcher in the center of this machine, and of the androids attacking from the left.



BATTLETRON TANKS

The tanks fire three shots in a spreading pattern. Find a safe spot between bullets and return fire.



The defense doors of the alien base are open, and you have to storm them before they close. Although many of the androids here are armed with guns, some don't even fire and those that do have limited range and accuracy.

AREA 3

This Area is known as the Mutest Mountains because of the frequency of genetically altered androids in the vicinity. Watch your six and advance on the double! Hit the dirt if you see a trap door ahead. Take out any pursuers, then turn your attention to the pop-up gun. It takes quick reflexes!



START ▶

OPERATION: ALIEN STORM

An endless supply of android attackers will assault you in this Area. High tail it to a spot where the androids keep coming from one direction and pick them off as they attack. For every 20,000 points you'll get an extra life.



ROCK SLIDE

Watch out for another landslide!

START ▲

OPERATION C

POP-UP CANNONS

These traps aren't well hidden (the trap door is a dead giveaway), but they can be tough. Duck, hit any troopers, then quickly get the cannons.



CLIMB THE MOUNTAIN

Find a safe spot out of range of the cannons; then get your shots in when you have an opening.



ROCK SLIDE

Wait for an opening in the landslide and then run past.



SCOUT DRONE

At this point a Scout Drone will attack from above by shooting smaller attack bugs. Dodge and destroy enough of these bugs and the Drone will retreat. Stay on the right side of the screen and jump 'n' shoot.



TWO STAGE DEFENSE BORG

HOMING GUN MAKES IT EASY



The first stage of this Area Leader spins slow. Watch the timing to avoid the projectiles and keep firing at the left gun port.



Once you've destroyed the left gun port, get on top of the base and shoot diagonally down at the right gun port.



Finally, the Scout Drone from earlier in the Area will return. This time, concentrate your fire on the Drone for victory!

SIPPING WET SNIPERS

Shoot the android snipers in the waterfall when they are fully visible. Unseen, you can't hit them.



AREA 4

EXPERIMENTAL SPIDERBOT

The Spiderbot fires a laser beam which bounces around its lens, and it spits projectiles in a spraying pattern. There is no safe spot, but the bullets don't have much velocity and can be destroyed. Avoid the laser and keep firing with the Hunter.



ALIEN GATES

Timing is everything in getting past the Gates, especially when several come out at once.



CRACK SOME EGGS

Fire at the throbbing eggs until the spiders come out, then exterminate them!



The alien nursery is crawling with insectoids. Because they attack en masse, your best weapon is the Fire Gun. When you get to the Area Leader, however, the Hunter will be more useful. You'll find the Hunter inside of one of the alien eggs!

START ▶

AREA 5



START ▶

CEILING CANNONS

Keep your eyes peeled for the ceiling guns. Handle them just as you would an android sniper in the earlier levels.

BREEDING CHAMBERS

Stay alert as you pass the glass Breeding Chambers. The scorpions inside are old enough to fight, and some will break out of the jars and attack!



OPERATION C

Black Viper's headquarters has more traps and alien defenders than ever. Try to keep the Hunter Gun or Fire Gun through the whole Area—you'll need the extra edge!



BREEDING CHAMBERS

Shoot upwards to destroy the slime tubes on the ceiling.



ALIEN & SOLDIER

Try to make your way through quickly and avoid enemies if possible, but don't miss the Hunter Gun!

ELEVATOR SHAFT

The elevator shaft is the deadliest section of the alien base.



Laser cannons will attack and streams of android soldiers will flow from the doors.



Push to avoid the laser beams when the laser cannons get close.

FINAL GUARDIAN

The super robot you'll face at the end of Area 5 is Black Viper's personal body-guard. It was built to eat globe-sewers like you alive!



The robot's first attack is with missiles from its back launcher.



Shoot these missiles down or avoid them by running away.



Jumping is also a good way to avoid the missiles.



The robot will try to attack by launching its pincer arm at you.



Since you can't destroy the pincers, duck or dodge to avoid them.



Before the robot fires, it hesitates. That's your chance to attack!



Watch your timing as you run this gauntlet of force fields.

The final mastermind, Black Viper, doesn't fight back. Waste this alien super computer to finish your mission! Good going, soldier!



DOUBLE DRAGON™

**Street-Fightin'
Martial Arts Action**

If you're searching for beat-crunching martial arts action, look no further. The plot, moves and enemies are straight out of the NES-version, but Game Boy Double Dragon provides a new dimension—portability!



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THE LEGENDARY LEE BROTHERS

The brothers Lee, Billy and Jimmy, are out for blood against Billy's girl Marian, who spends more time in captivity than out, must be rescued once again. This time, however, a single Dragon must carry the burden of freeing her. Marian and Billy Lee is just the one to do it!



GAME LINK MODE

Jimmy Lee comes into play in Game Link Mode, where two players can operate against each other. Most moves are the same, but you can run in two player vs. mode.



CHARACTERS AND CRETINS



BILLY LEE

Martial arts master, Billy Lee, is never far from trouble and he's usually in the thick of it. His favorite punching bags, the Shadow Warriors, are behind it this time—what do they have against Billy, anyway?



JIMMY LEE

Jimmy Lee's fighting skills are matched only by his brother's.



LOPAR

Loper rank Shadow Warriors often attack from both sides with heavy objects such as oil drums.



WILLIAMS

The most common rank is the Shadow Warriors are Williams. These thugs usually attack with a bat or other weapon.

DOUBLE DRAGON

THE WAYS OF A WARRIOR

Billy has a ton of martial arts moves to cut loose with. Use the A Button to throw a punch and the B Button to kick. After you hit an enemy with three punches or one kick, your opponent will be stunned. You can then ex-

PUNCH



Billy's basic attack is less powerful than a kick, but enemies have difficulty blocking it.

UPPERCUT



After connecting with three straight punches, the fourth will automatically be an uppercut.

OVER SHOULDER THROW



After you've got a foe stunned, get close, press the A Button and the opposite direction on the Control Pad to throw him.

ELBOW PUNCH



When an enemy attacks from behind, pump the A Button quickly to execute an elbow punch.

HAIR PULL KICK



Once an enemy is stunned, press the directional arrow towards him and hit the B Button to pull off this move.

KICK



Billy's Kicks will quickly deplete over an enemy, but sometimes the enemy can block or dodge this attack.

JUMP KICK



Press the A and B Buttons simultaneously to do a Jump Kick. This is useful for jumping over gaps.

SPIN KICK



Your follow-up kick on a stunned opponent will be a spin kick.

WILD WEAPONS

Some objects were made for brawlin'. Quickly disarm any weapon-carrying foe. Then take their weapons and give 'em a taste of their own medicine.



LINDA

Female Shadow Warriors are known as Ladies. They strike with a bull whip in teams.



CHINTAI

Chintai are martial arts masters. They can block attacks and fight with whirling kicks.



ABO

Abos are mutant strongmen. They are very tough and use brute force to fight.



WILLY

Willy is armed and dangerous, using a machine gun and punches to overwhelm his foes. Apprehend with extreme caution!

MISSION 1 CITY SLUM

This rundown neighborhood of old warehouses is the stomping ground of the Shadow Warriors (as in they'll stomp you if you dare to visit). Without any jumps or really difficult foes, this

mission is a warm-up and lets you practice your moves and fighting techniques.



NOW BATTING—BILLY LEE!

Jump kick the Williams with the bat, then pick it up and use it. It'll last through the next two Lindas.



LOB THE LINDAS

Two Lindas will come out of the door here. Be ready for them with the bat, and you'll be two outs closer to a victory!



DRUMMING UP TROUBLE

Jump kick just before the Lopor tosses the oil drum. Take him out, then use the drum on the next Lopor.



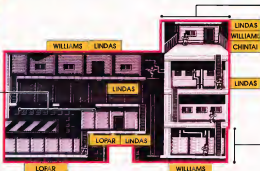
MISSION 2 INDUSTRIAL

This industrial wasteland provided safe haven for many a Shadow Warrior goon, that is until Billy the one-man army came to town. A couple

of difficult jumps on conveyor belts add to the challenge of this mission.

KILLER CONVEYOR BELT

To make the trickiest leaps on these conveyor belts, press the A and B Buttons simultaneously. If you hold the two buttons down, you'll jump a little farther.



DOUBLE DRAGON

MISSION 1: TACTICAL OVERVIEW

Kicking is the most effective attack, so use it to take out enemies quickly. You get almost the same amount of points for hitting an enemy with a single kick as you do several punches.



WICKED WAREHOUSE

This warehouse is staffed by two Williams and two Lopars. Stay away from the hole in the center of the room as you battle the brawlers. If you want to get creative, toss the boxes into the hole.



ABOBO A GO-GO

The powerful Abebo will beat you to a pulp if you let him grab you. Always approach an Abebo diagonally! When you get close, punch or kick.

Straight punches or kicks are best against an Abebo. If you try to get fancy, he will too!



MISSION 2: TACTICAL OVERVIEW

As you fight your way into the heart of Shadow Warrior cult, you'll be attacked by more multiple enemies. Don't rely on fancy moves like jump kicks when you're surrounded; just give them a good old knuckle sandwich!



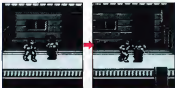
AVOID DAMAGE

In the narrow passages of the industrial area, there isn't room to dodge diagonally. Punch and punch again to take out the enemies quickly.



CHINTAI IN CHARGE

A group of enemies led by a Chintai is waiting for you at the top. The Lindas are easy. As soon as you beat them, stand to the left of the door and just start punching to get the Williams and Chintai against the wall. Don't stop until they are down for the count.



BANG-UP BULLY

When you step off the dumb waiter, you'll find a dummy waiting—Williams. Jump kick him to avoid his dynamite.



MISSION 3 DARK FOREST

The forest is thick and inhabited by a wide variety of wild life, in the form of Shadow Warrior toughs. This mission is longer than the first one and has more enemies. It's an endurance test to make it through!



START

LINDA'S BRIDGE IS FALLING DOWN

Be careful on the broken bridge. A Linda may fall in herself if you're lucky.

STONE RAIN

As soon as you see the skeletons falling, back track a few steps. Advance when the coast is clear.



LOPAR WILLIAMS



ROLLING ROCKS

Jump over the first rock, then hang out at the bottom of the cliff to avoid the second.



PERILOUS PLATFORMS

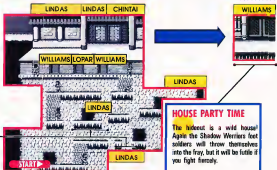
The timing is tough on these moving platforms. Jump when they are coming together.

MISSION 4 SHADOW WARRIORS' HIDEOUT

Perched on a hilltop overlooking the city is the hideout of the Shadow Warriors. It's full of guards, traps and tricky jumps. Hog to it, Billy!

THE HILLS ARE ALIVE

As you make your way up the mountain to the Shadow Warriors' hideout, you'll be assaulted by Lindas and challenged by jumps.



HOUSE PARTY TIME

The hideout is a wild house! Again the Shadow Warriors foot soldiers will throw themselves into the fray, but it will be futile if you fight fiercely.

DOUBLE DRAGON

LOOK OUT BELOW, ABOBO!

Don't fight the Abobo on the narrow ledge, but lure him to the left so his back is to the pit. Then punch him over the edge.



ABOBO BUSTER

You've got plenty of room, so use diagonal movements to avoid the Abobo's attacks and punch him when you get close.



ABOBO

CHINTAI

LOPAR ABOBO

LOPAR ABOBO

CHINTAI TRIO

Beat the first Chintai by standing your ground and punching. Weave to avoid the next two and use straight punches and uppercuts on them.

THE CAVERN IS COLLAPSING!

As you fight this Abobo, the ground will crumble from left to right. As soon as you can, make your way to the right side of the screen. Hold off the Abobo, and he'll fall into the lava.



WILLIAMS

LINDAS LOPAR ABOBO

WILLIAMS

CHINTAI WILLY

I'LL TAKE DOOR NUMBER...

Enemies will peer out of the Skull Doors and try to toss you onto the bed of spikes. Take the whip from the Linde and speak the Lopars and Abobo with it.



BEWARE FALLING BLOCKS

Watch the pattern of the falling blocks. Once you know it, run through!



THE FINAL FIGHT

A Chintai and Willy are waiting for you in the heart of the hideout! Willy is like an Abobo—don't ever approach him straight on. Always use diagonal movements or jumps and hit when you get close. Beat him and Marisa is yours!





NEMESIS™

TM

**For Hire:
Space Aces Only
Need Apply**

In space, only the aliens will hear you scream, but if you've got what it takes to fly a star fighter through the most heinous mission of all, then you're ready for Nemesis.



TM& © 1995 Nintendo

For Space Aces Only

Nemesis, the Game Boy version of Ultra's space action hit Gradius, has definitely got the right stuff. As the pilot of a futuristic space fighter, you'll match wits with an army of aliens in five levels of blazing action. Power-Up your ship after blasting the enemy in preparation for the mega-match at the end of every level. Nemesis includes a stage select as well as the option to choose the number of extra ship lives. Fantastic!



Customize Your Ship

One of the best elements of Nemesis is that you get to power up your fighter. Both offensive and defensive accessories are available. A new

accessory becomes available every time a capsule is captured. You can choose it then, or wait for some higher accessory. Speed, Double, and Option are your best bets. Missiles and Force Fields are a great bonus.

SPEED (S)

Maneuvering quickly when under intense fire is one of the most important abilities a ship should possess. The Speed accessory allows you to dodge incoming Missiles, Ships and other weapons, then rocket into position to take out the enemy. Two levels of Speed are available.



MISSILE (M)

Missiles fire at an angle toward the bottom of the screen, then hug the terrain until they encounter a target and blow it to pieces. There are two levels of Missiles available. In levels where gas and alien bases are positioned on the ground, Missiles are a big help.



DOUBLE (D)

The Double Shot fires a second stream of cannon bullets at an upward angle. Used in conjunction with Missiles, it provides cover both above and below your ship. It's especially effective if you have the Option.



LASER (L)

The Laser fires bursts of energy hot, unlike other Gradius games, there is little advantage to using it because it doesn't fire any more rapidly than the Cannon. If you have mixed-up on your other systems, the Laser won't hurt your capabilities.



OPTION (O)

The Option is an awesome way to double your firepower. A ghost ship flies in formation with your fighter, blasting away with its Cannon to match your own shots. The only difficulty is in crowded areas. It's easy to confuse the real ship and Option and consequently you jump into traps.



FORCE FIELD (F)





















The Force Field acts as a barrier to incoming ships and weapons. It can take three direct hits, but then it is lost. When the action gets super hot, it's nice to have the Force Field. Just remember that you won't be able to charge through as you are in safety.



NEMESIS

A Hostile Universe

The enemies of Nemesis are fast, numerous and relentless. They try to stop you either by crashing into you or firing weapons. They always appear from the same places, which gives you an edge if you remember the locations.

| | | | | | |
|--|--|---|--|---|---|
|  | ● WINGER They fly in formations of four and are predictable and easy to destroy. |  | ● HAWK Hawk appears in Area 2, 3 and 4, flapping and rolling elegantly. |  | ● PUNISHER Punishers fly in formations of three and attack in Areas 3, 4 and 5. |
|  | ● KULL In Areas 1 and 3, the Kull is a swift, highly maneuverable attacker. |  | ● WEIRD Appearing in Area 1, 2, 3 and 5, this ship attacks one at a time. |  | ● NUTS These ships mount group raids in Areas 1, 2 and 5. |
|  | ● DUCKER 2 This mechanized, hopping tank is a threat from below in Areas 1, 2 and 5. |  | ● DEE Dee Gans are found almost everywhere. Missiles are your best offense. |  | ● HOPPER Watch out for attacks from behind: these ships in Areas 1, 2 and 5. |
|  | ● BLITZ Blitz ships are in Areas 1 and 4. They appear suddenly and strike hard. |  | ● BAT Areas 2 and 5 both have Bat Ships. No, Batman has nothing to do with them. |  | ● PSYCHO The Psycho Fighters, found in Area 5, is named for its demented pilot corps. |
|  | ● ROCK-IT Areas 4 and 5 are home to the Rock-It, a powerful base ship. |  | ● PARANOID Paranoid pilots in Area 4 form a squadron of three ships for combat. |  | ● AMOEBA This alien life-form in Area 2 attempts to surround and devour your ship. |
|  | ● ROLLER More bad news in Areas 4 and 5: the bubbling Rollers are hard to hit. |  | ● ZAG The Zag Ships won't be your biggest headache in Area 5. |  | ● REFLECTOR Another walking tank, the Reflector, stalks you in Area 5. |
|  | ● NEXUS In Areas 4 and 5 the Nexus appears like a huge, explosive star mine. |  | ● FU Dodge the shuttles, then defeat the Mothership in Areas 2 and 3. |  | ● METEOR Don't waste your energy on these rocks, just dodge them in Area 4. |

SUPER CODES

Special codes strengthen your ship or make the game more of a challenge. Each of these Power Options can be used once in the game, except for the Power Downs, which can be used whenever you want. To use the codes, always hit Pause (Start) at the beginning and end of the entry sequence.

FULL POWER-UP

The Konami code Up, Up, Down, Down, Left, Right, Left, Right, B and A gives you all the special weapons and defensive items.



SPEED & FORCE FIELD

To power up with the Force Field and max Speed, push Pause, the B Button five times, the A Button five times and resume.



ALL ENEMY CRUSH

This code destroys all enemies on the screen, except boss enemies. Push Up, Right, Down, Left, Up, Right, Down and Left.



FULL POWER DOWN

If you want a real challenge, this code takes away all your ship accessories. Push the A Button then Left and repeat the sequence four more times.



NON POWER-UP

This code prevents you from powering up your ship. Push Up, Select, Down, Select, Left, Select, Right and Select, then repeat twice more.



STAGE 1

VOLCANIC VENGEANCE

START ▶

POWER-UP IN SEQUENCE

Start out by getting the Speed accessory, then get the Option and the Double. After that, Force Fields and Missiles are your next choices, followed by Max Speed and Max Missiles. Lasers should be last.



Begin with the basic ship.



Get essential Power-Up quickly.

SHE BASE

SHE bases are located above or below you. By the time you reach this base in Stage 1 you should have the Double.



STAGE 2

INNER SPACE

START ▶

UNFRIENDLY GREETING

Duck under the incoming Fu Shuttles then pop up and blast the Fu Mothership in the center.



THE LOW ROAD

Squeeze through this crowded area by keeping a low profile. Stay close to the bottom of the screen to avoid the Cancer enemy's shots and the many other foes.



STAGE 3

EASTER ISLAND

START ▶

MOUTHING OFF

Mosses seem to be related to the mysterious statues from Easter Island. They are vulnerable to shots when their mouths are open. Stay near the bottom at first and clear out a path.



Fire when the Moss opens its mouth.

TRICK SHOOTING

Mosses facing right are more of a problem. Use the Double against them, firing up toward their noses while still to the left of them.



Defeated Moss disappears.

The angle is critical.



NEMESIS

Stage 1 is filled with mountains, volcanos and enemies. Concentrate on building up your ship accessories quickly. By the time you reach the volcanoes you should be fully charged and advancing ahead.

TO THE END

ACTIVE VOLCANOS

Hover off to the left at about the height of the volcanoes' peaks and fire continuously at the erupting boulders until the action cools down.



SUPER BIG CORE

There's limited space in which to maneuver, so head down to the lower left corner to avoid the giant ship's onslaught.



Shoot it at this point!



You've entered the internal passages of a vast interstellar being whose antibodies will try to repel oil invaders. Enemy spacecraft are also swimming within the membrane walls. The narrow central area is particularly dangerous.

TO THE END

BONUS STAGE

Defeat the Cancer enemy with Double and Option fire. Once it flattens out, fly up to it to reach a Bonus Area!



CROWLER

The huge jaws of the Crowler release powerful shots. Dodge them and fire repeatedly into the open mouth for victory.



No one knows how these artifacts from the South Pacific reached this forsaken planet, and the Moais themselves don't seem too happy about it. While concentrating on the heads, don't forget the other enemies.

TO THE END

ZAPPING THE ZAG

The Zag Ships join together then fly apart in a puzzling attack. They are most vulnerable when separated, so that's when you should concentrate your attack on individual ships, defeating them one by one.



STRIKER

The Striker has a weak spot just above the beak-like structure. As always, you'll have to dodge the attacks of the enemy while lining up your shots.



Aim just above the beak.



STAGE ★ 4

PREHISTORIC PERILS

START ▶



MINDLESS METEORS

The Meteors are simply chunks of space debris. They can't be destroyed, so don't try. Dodge them



while concentrating your attack on the swarming enemies such as the Blitz Ships that attack from the rear. Later in the stage, watch out for Meteors between the towers.



PARANOID ANDROIDS

These Paranoid Android Ships hide in the bones and debris of Stage 4. When you close in, suddenly three of them will burst out and attack.



They come in three-
sling threes.

Watch for
Parasails to
appear near
the ledges in
the middle of
the screen.



CLEAR ENEMIES

From time to time one of those screen clear capsules will appear. Touch it and destroy all enemies.



Look for this
Screen Clear
Capsule. It often
appears next to a
Power-Up.



Once you've
cleared the Screen
Clear, all enemies
that were on the
screen are now in
video game limbo.

STAGE ★ 5

HIGH TECH TREACHERY

START ▶



MEMORIZE ENEMY PATTERNS

The Punisher and Roller Ships at the beginning of Stage 5 always appear in the same locations. The same is true of the Hoppers that appear once you pass the Bar Gens. To help defeat this mass of armament, use the Option and Double for the extra fire power to get the job done.

Enter the area slowly
and cautiously with
Missiles firing.



Hoppers appear from
the walls, ceiling and
from the rear!

Use the Option to
clear a path.



CODA CONDUCT

The Coda is a sort of mechanical mountain that grows from the floor of Stage 5. Attack low to the ground or with Missiles, or both, to take it out. As soon as the Coda begins to grow, begin your assault. The bigger the Coda, the more dangerous it is.



Codas attack if left
on their own, so it's
best to hit them
early and hard.



Missiles range down-
ward and impact the
monstrous machine
where it does the
most good. Double
Missiles will help.



Once the Coda is
destroyed there's no
time to celebrate.
Several more are
just ahead.

NEMESIS

A Sitter of bones and prehistoric beasts will greet you in Stage 4. Some of the most difficult battles are here. Make sure you enter the stage with Force Fields, as your reception is bound to get nasty. Watch out for Meteors that can't be destroyed, especially in the narrow passages.



INTO THE BONUS STAGE

There are several Bonus Stages in Nemesis. One of them has an entrance at the bottom of this narrow passage.



The Se-Boon ship appears when you enter the narrow passage and head downward. Use your Missiles and Cannon to blow it away.

Once the Se-Boon is zapped, drop straight down and into the Bonus Area. Shoot the wall in the Bonus Area to find the spot where you can pass through.



TWIN ATTACKERS

Once you've made it this far, you don't want to lose it all to the pair of brute ships that try to keep you from reaching the end. Use the Option to double the shots you fire and speed out your attack.



RECKLESS

For 10,000 points you'll want to destroy this giant fortress, but it won't be easy. Carefully position your Option beneath the ship and use it to attack the Missiles that appear from the base of Reckless. Meanwhile, shoot the eye just beneath the top.



This high tech world is the most dangerous of them all. It is the home of all the fighter ships you've faced. The spaces are tight here, making maneuverability very important. Get Max Speed, Max Missiles, Double Options and the Double to help you conquer the unannounced dangers and reach the Mother Computer.



DOUBLE MISSILES

With the Double and Maxed out Missiles, you'll be able to deal with the Dee Guns that live this area top and bottom.



BLOCK SHIPS

Look out for the way of these hurtling Block Ships.

Time your dash through the gaps carefully. If a Block Ship catches you in a gap you'll be squashed.



Dart into the gap as soon as a Block Ship zips by. On the far side, get out of the way fast.

MOTHER COMPUTER

If you have Force Fields, you can run the Mother Computer until its diodes flick.



Dodge the computer's ship shots.

Good work. You've freed the universe. Now try it with Full Power Down for a real challenge.





CASTLEVANIA THE ADVENTURE™

**The Terror
Of The Night
Returns**

The name of the game may be the same, but the Castlevania adventure is all new! Simon Belmont, vampire hunter extraordinaire, returns to the Transylvanian heartlands of Count Dracula!



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THE UNDEAD NEVER DIE

Some vampires just refuse to die, like the Dracula of Konami's Castlevania series. This Game Boy addition to the family has all the elements and excitement of the NES versions and a challenge all its own. With whip in hand, you'll hunt vampires and ghouls in the time-honored fashion. Some of the other items, however, are used differently in this version. As for the look and feel of the game, it's Castlevania all the way.



As always, you'll attack using your whip. You can stand and whip, crouch and whip or crouch and whip. Timing is critical because the whip action is a bit slower than on the NES.



The jump attack is the most difficult because it requires practice and excellent timing. To whip at the high point of your jump, push the B button immediately after you jump.

EXTRA LIVES

In this first stage there is a Life Loop that allows you to add extra lives. At the beginning of Stage 1 leave the first candle and hit the 11th candle for a 1-Up. Then, at the top of the 11th rope keep climbing into the ceiling. Take the 1-Up and other prizes there. Allow your character to lose a life and repeat the process. Each time you do so you'll add one life to your total.



The 11th candle is a 1-Up if you're left the first candle.

At the top of the rope you'll climb into the wall and discover a hidden room. The 1-Up is waiting.



Let your character die all out start again. Each time you do so you'll add an extra life.



The stages ahead are fought with hideous dragons and you'll need all the extra lives you can get. Use the Extra Life Loop to build up a dozen or more extra lives to use you through to the end.



HELP IN DARK PLACES

The items you pick up along the way will help you defeat the armies arrayed against you. Many look similar to items in other Castlevania games, but they are used automatically and you can't choose when to activate them.



HEART

Grab a Heart to boost your Life Meter by several sections.



FLASHING HEART

Flashing Hearts refill your entire Life Meter, but are harder to come by than regular Hearts.



CROSS

Once you pick up the Cross you will become invincible for several seconds.



1-UP

The 1-Ups add one life to your current score. Many are found in hidden rooms.



CRYSTAL

The first crystal gives you a Managator (chain whip) while the second crystal gives you Fire Balls.



COINS

The Coins gathered along the way will add 50 points to your overall score.

CASTLEVANIA: THE ADVENTURE

LURKING DANGERS

A new batch of beasts is on the prowl, guarding the grounds of Castlevania. Learn their strengths and weaknesses and the patterns of their movements before entering into battle. In addition to these foul folk you'll

encounter guardians at the end of each stage. Defense strength is the number of hits needed to defeat a creature. Attack is the number of hits it inflicts on Simon.

MUDMAN



Stages 1 & 3
Defense 1
Attack 1

The Mudmen drop from above like a split and slowly takes on a human form. Hit him low when he first lands on the ground.

EYE



Stages 1 & 2
Defense 1
Attack 1

Quick reflexes will defeat the rolling Eye. Watch for them when you climb ropes. In some cases you can jump over them.

CREEPER



Stage 1
Defense 2
Attack 1

The Creeper shuffles along like an animal. If you hit it with the whip, it jumps at you. So be prepared to hit it twice.

EAGLE



Stage 1
Defense 1
Attack 1

Eagles pass overhead, then dive and attack from behind. Always turn to face them and use the whip while standing firm.

BAT



Stages 1, 2 & 4
Defense 1
Attack 1

Unpredictable flight patterns make the bats very dangerous. Look for a Cross in the vicinity or stand to one side.

SPITTER



Stages 2 & 4
Defense 4
Attack 1

The balls that Spitter fires at you will bounce around the chamber until you hit them. Dodge and run on by if you can.

NIGHTSTALKER



Stages 2 & 4
Defense 5
Attack 2

The boomerangs follow two patterns. High to low or low to high. To evade them, duck high throws and jump over low throws.

WORM



Stage 3
Defense 2
Attack 1

Whenever you encounter these creeping Worms make sure you finish them off. Use Fire Balls and watch your step!

KNIGHT



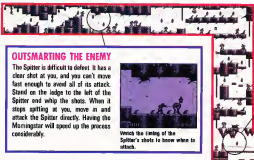
Stage 4
Defense 2
Attack 1

In the hall where you meet the Knights, leave the items and concentrate on not getting sandwiched. Attack the rear Knight first.

STAGE-2

START ▶

You should be able to clear the dangers of Stage 1 using the tips below. Now with every step the journey gets harder. Bats, Spitters and the Nightstalker haunt this second stage, calling for new strategies. As you enter for the first time, go slowly, noting where the enemies lurk in the shadows before charging ahead. Don't try to battle them all. Sometimes it's better to skip ahead and save your energy. The same is true for collecting items. If you've collected extra lives in Stage 1 then you won't have to reach some of the dangerous candles here.



OUTSMARTING THE ENEMY

The Spitter is difficult to defeat. It has a clear shot at you, and you can't move fast enough to avoid all of its attack. Stand on the ledge to the left of the Spitter and whip the shots. When it steps spitting at you, move in and attack the Spitter directly. Having the Morningstar will speed up the process considerably.



Watch the timing of the Spitter's shots to know when to attack.

STAGE-1

Your quest begins outside the castle, then leads up the giant stairs. Even here, far from the inner terrors, you will find little peace. Mudmen and Eagles drop from the sky. Eyes tumble down on you as you climb, and Bats hover about your head. But you can gain great advantages here, too. Collect extra lives and power up your whip so that you have both the Morningstar and Fire Balls. Learn the attack movements of monsters, and how to outwit them. Then you will be ready.

HIGH AND AWAY

Sometimes the candles are placed in positions that seem impossible to reach. In fact, you can't reach all of the candles, but you can still knock them out and take the item. Claim the candle shown here by using your Fire Balls while standing on top of the wall to the left, then jump down and retrieve the item.



You'll never be able to reach this candle, so use the Fire Balls.

MASTER THE MUDMEN

Mudmen aren't much of a threat if you know how to deal with them. Once they drip down from above and land on the ground, they'll begin to grow into human form. Hit them when they're still growing. If you don't attack them, they will follow you and may sneak up from behind when you're battling another enemy.



Grow and whip to defeat the Mudmen before it has a chance to take shape and attack you.

When the Mudmen spits on the ground it is no more dangerous than a wisp.



START ▶

SECRET ROOM

At the top of the fifth rope is a secret room where you'll find a 1-Up and other items. Keep climbing until you reach the room. This is just the first of many hidden chambers in Castlevania.



CASTLEVANIA: THE ADVENTURE

BRIDGES OF PERIL

Crossing the bridges is one of the most dangerous prospects in the game. Enemies will attack from both sides, but you can't always fight back. The problem is that if you defeat them, they'll leave a hole in the bridge. Instead, jump over them, then turn and use your whip once they are behind you. At the same time you will have to deal with rolling eyes. Be sure to jump early enough to clear them.



SECRET ROOM

On the fifth ledge of this chimney you will find four steps. Stand on the third step down and attack the Eye when it rolls toward you. If you defeat it, the rope that was hidden here will take you to the Secret Room.



Stand on the third step down and use your whip on the Eye.



Click down to the Secret Room and its valuable items.

THE STEPPING STONES

Jumping from block to block looks easy enough, but it takes time and patience. You'll have to stand right on the outer edge (right side) of the block and jump. If you fall off, return to the left and start over. A few of the candles below the blocks are valuable, but it's more important not to waste time. Some of the wider blocks fell away when you land on them, so you must immediately jump again.



END

THE GIANT

This servant of Dracula is huge and strong. One knock of his club can put you out of action. But you are quicker. By ducking in close, whipping, then dashing back a step, you can defeat him. You can also use the ledges above to jump over him and attack from the rear, which is even safer.



Once you've whipped the giant, step back out of the range of his attack. Then do it again.



THE DRIPS

The Poisonous Slime appears in the holes and drips down on you. As soon as they appear is when you must strike. There are twenty of the Slime enemies to defeat, which will keep you on your toes.



END

STAGE-4

Your journey into the upper reaches of Castlevania has just begun. Spikes, falling stones and a host of enemies will beset you. The stage is longer than any before and the dangers are greater. You'll have to race against the clock while taking care with each step.

DEATH BAT

Learning the attack pattern and safety zones in this chamber is the key. Stand below the boss when it is hovering in the air. Its attack will be toward the opposite side of the room. When it comes down, move quickly across the room and whip. Then it will fly up again. Repeat the same strategy on this side of the room.



Wait in safety, then stop out and attack.



END

SECRET ROOM

About half way up the rope is the entrance to the secret room. Jump off and go inside for the 1-Up and items.



PINS & NEEDLES

The hazards in this long stretch are many, from falling stones to attacking enemies. The worst may be the spikes that can suddenly end your quest. Don't hang around staring the view. Move as quickly through the area as you can.



MORE SPIKES

Watch for the patterns of the spikes as they shoot out and time your run to miss them. Practice and observation are the keys, but luckily there's a 1-Up just ahead in the secret room. Once you've mastered the timing, hurry through!



Leap to the rope as quickly as possible to avoid the Eagles.



Climb high then jump to the ledge.



Jump up to attach the Eagle.



The blocks will tell as you jump, so move quickly.

THE SKY IS FALLING

This area is a real headache, especially if the ceiling smashes into your head with its brutal spikes. Speed is your best weapon. Don't stop to get candles on the way. Your goal is the giant screw that brings the roof down. You must destroy it and move on.



Use the whip to break through the giant screws that bring the ceiling down. You won't have long as it's best to have the Morningstar.

START

CASTLEVANIA: THE ADVENTURE

STAGE-5

The final leg of the journey is at hand. Spikes, Knights, giants and a super secret room will keep you guessing at every turn. The most difficult jumps in the game await you, so be prepared to lose a few lives. Whatever you do, don't despair. You're almost home!

THE GIANT LIVES!

You thought you had seen the last of this monster, but now, almost at the end, he returns. Fortunately he hasn't become any wiser since your first meeting. Use the same strategy—getting in close, whipping, then dodging backward—to defeat him this second time.



END

DRACULA

Finally you have reached the Prince of Darkness. Your moment to attack comes when he is in the form of a bat. From the middle lower platform, wait until the bat moves to the left, then attack.



The platform above is your base of attack. When Dracula is over himself (and less of a bat), use the left and center platforms to evade him.

A LADDER OF SPIKES

Use the spikes as a ladder to reach the upper realm of Castlevania. When the spike is extended, jump to it, then jump to the next spike as it shoots out. Timing is absolutely critical.



SECRET ROOM

In this shaft there is a hidden floor and a hidden rope that lead to the secret room. Jump off the rope onto the invisible floor, then search for the hidden rope.



THE KNIGHT

The Knight is a persistent fighter who appears at random in the hallway. Attack as soon as you spot him because there will be a second Knight along any second.



A FLOOR OF SPIKES

Spikes in the ceiling and walls are not enough to satisfy Dracula. Now there are floors of spikes! Jumping over them takes skill and practice. One mis-step will end your journey.



START





GREMLINS 2™



Mogwai Mayhem In A High-Tech Tower

When Gizmo, the curious Mogwai, gets well he spawns armies of evil creatures. And now that four of them are loose in the technological wonder, Clamp Centre, he's got to find a way to put an end to their reign of terror.

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GIZMO'S GREAT GADGETS

Gizmo's got to grab some weapons in order to stop the evil Gremlins and their cantankerous cohorts. A super sharp Pencil is the most useful item that he'll come across.



Since Gizmo can't pick up the Pencil when he has another item, make sure that he grabs it first.



PENCIL

The sharp and sturdy Pencil is essential for your Gizmo's healing mission. Use it swiftly and take down the evil creatures that have taken apart Clamp Centre.



CASSETTE RADIO

Give your enemies a dose of dissonance with this powerful music machine. It'll only work once every time you collect it, so think before you use it.



TOOL BOX

Climb inside this armored box and you'll be able to glow through five enemies without being damaged. Watch out for the Therex, though, as one touch destroys the Tool Box.



HEARTS

You'll start with four Hearts full of energy. Collect a Small Heart to refill one of them and a Big Heart to refill them all. You've got to stay alive and keep fighting!

MASTER THE MANEUVERS OF THE MOGWAI

The only way to get around the four Gremlin-infested areas of Clamp Centre is to know how to tackle the numerous obstacles and traps set by Gizmo's offspring. There are five important techniques which will help you jump and fight to victory. Keep them in mind as you're playing.

DEFEAT TO THE BEAT



After you hit a creature with the Pencil, it'll be invincible for a fraction of a second. Know the rhythm and hit it again when it's vulnerable.

STAY IN ONE PLACE



Conquer Bats try to pull you to the left or right. Jump quickly and lightly and you'll be able to offset their power.

JUMP AND SWERVE



There are some hard-to-reach areas in this tale up tower. If a platform is directly above a spring, for example, you'll have to jump up and curve around it in order to get on top.

GET CLEARANCE



If gaps are covered by low blocks, you'll have to jump lightly in order to clear the area without hitting the blocks and dropping down.

FALL AND MANEUVER



You can control Gizmo's movement in mid-air. If there's danger directly below, move to the left or right and get out of the way.


GREMLINS 2

A CURIOUS CAST OF CREATURES

The four Gremlins have spawned their own evil creatures. The following list explains where you'll find each enemy, how many hits they can take (HP) and what their powers are. "Body 1/2", for example, means the enemy causes a half Heart of damage with body contact.

SPIDERS

Spiders can surprise you by dropping down on you approach. Watch out!



Stages 1,2 HP 3 Body 1/2

THRASHERS

Gremlins on skateboards are fast and frenzied. Hit them if you can, or jump away.



Stages 2,3,4 HP 3 Body 1

GIRL GREMLINS

The female of the species is invincible. Run, away before they grab you.



Stages 1 Invincible Body 1/2

SMASHERS

Hammer-wielding Gremlins can pulverize you by hitting rocks your way.



Stage 6 Invincible Rocks

MOHAWK STAGE 1 LEADER

Armed with a Tomcat attack, Mohawk is strong to make a move out of your attempts to close up Camp Centre.



HP 10 Body 1, Tomcat 1/2

ELECTRIC GREMLIN STAGE 3 LEADER

This creep's been tried and now he's even more vicious than before. Watch out for his super-charged lightning attacks.



HP 5 Body 1, Lightning 1

RATS

These quick creatures run back and forth on narrow platforms. Not 'scent!



Stages 1,2 HP 2 Body 1/2

GREMLINS

The least dangerous of the Mogwai litter walk back and forth aimlessly.



Stages 1,2,3,4 HP 2 Body 1

BURIED GREMLINS

They're all ears until you approach. Then these creeps pop up to their necks.



Stages 1,2 HP 3 Head 1/2

SMOOTHERS

Watch out! These wily women will get you with a kiss of death. Avoid 'em!



Stages 2 Invincible Body 1/2, Kiss 1/2

BALL TOSSERS

Their baseballs are like homeregs. Watch for repeat attacks.



Stage 4 Invincible Baseballs

BAT GREMLIN STAGE 2 LEADER

Three small bats swarm around this creature to keep you off guard. Avoid them or get rid of them quickly. Then go after the leader.



HP 7 Body 1, Small Bats 1/2

SPIDER GREMLIN STAGE 4 LEADER

This huge arspider is the last and deadliest of the lot. The only way to defeat it is to hit it with a Heavy Pistol. Good luck!



HP 7 Small Spiders 1

RATS

If you don't hit the winged rats in a hurry, they'll close in and cause damage.



Stages 1,2,3 HP 2 Body 1/2

JUMPING GREMLINS

These more evasive creatures jump out of the way when you try to attack.



Stages 3,4 HP 3 Body 1

FIRE BREATHERS

These buried Gremlins will surprise you by spitting fireballs. Beware!



Stages 3,4 HP 3 Head 1/2, Fire 1/2

SPIKE

The large Gremlin in Stage Three are surrounded by spikes. Ouch!



Stage 3 Invincible Spikes 1/2

GET IN SHAPE FOR THE BONUS STAGES

At the end of Stages One and Three, you'll have a chance to earn a 1-Up if you can demonstrate rapid-fire reflexes by hitting a punching bag 100 times in ten seconds. Whew!

BONUS STAGE

Press the A and B buttons as quickly as you can to hit the bag.



BONUS STAGE

If you hit the bag 100 times in ten seconds, you'll score a 1-Up.



STAGE 1 IN THE STUDIO

A band of Gremlins led by the merciless Mohawk has taken over the programming on CATV. Gino's got to brave the obstacles in the studio and clear the airwaves.

START ▶



TOOL BOX SHIELD

Climb into the Tool Box and blaze through the studio. You'll be able to absorb fire hits with no damage!



MAKE A RUN FOR IT!

There's a bit of Gremlin waiting below. When she starts walking to the left, jump off the platform to the right and keep running.



STAGE 2 THE GENETICS LAB

This place is crawling with odd creatures, the strangest of which is the Bat Gremlin. Gino's got his work cut out for him as he tries to clean up the lab and take down the bat.

START ▶



ANOTHER USEFUL BOX

Clear away the first few Gremlins from the content of this Tool Box shield, but try to avoid so many enemies as you can so that it lasts longer. Avoid the them as well. If you touch it, the Tool Box will be buried.



TAKE THE LOW ROAD

Instead of climbing the stairs, avoid contact with some hard-to-beat bats and keep close to the floor of the lab here.



A LONG LEAP

You'll need some spring-loaded power to get over this gap. Jump onto the right edge of the Spring, then blast off.



THE PENCIL IS PRIMARY

Climb to the second trap from the top, then leap to the left and collect the Pencil. Once you have the Pencil, you can move and collect the Concrete Radio.



BEWARE OF THE BAT

Spring up in the top of this narrow platform and either knock off the Bat at the top quickly or avoid it. Energy is precious and you don't want to waste it.



TRAPS-A-PLENTY

In addition to dealing with all of the Gremlins, you'll have to keep a lookout for three kinds of tricky traps. Don't be fooled by them and keep moving.

CONVEXION BARS



Go against the flow and don't fall off!

TWANG



These springs bend and they destroy Test Boxes!

PISS-THROUGH BLOCKS



Watch for those blocks and jump over them.

MID-AIR MANEUVER

If you're about to hit the roof on a long leap, press the Start Button to pause, then resume play. Gino will stop his ascent.

GREMLINS 2

HAVE A HEART

Take into Big Heart before you meet up with Mohawk. You'll need the energy boost.



LEADER MOHAWK

Mohawk tosses out an endless barrage of Tomatoes. Avoid them as they bounce by and get in close with a Pencil attack.



JUMP AND SWERVE

Jump off the right edge of the spring and work your way around the block to the left. Then move to the left and collect the Heart.



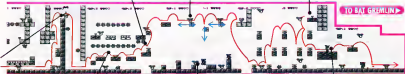
CATCH A RIDE

The moving platforms are tricky. You'll have to time them out and then jump before you actually see your target!



CURVE AND COLLECT

Here's another tricky jump. Spring off from the left side, then move to the right to the air and collect a Small Heart.



STEP LIGHTLY

The likes of Thorns are very low here. Just tap the A button and make shallow jumps to avoid them.



TRASH THE THRASHERS

As soon as you see the Thrashers, double back to the left and lure them into the pit.



SMOOTHER ALERT

If you don't make the tricky loop to the platform above, you'll have to deal with a Smoother below. Watch it!



ER



Passes don't indicate the game is stop going up and avoid hitting the roof.

If you're in the roof, try to drop back to where you started.



LEADER BAT GREMLIN

When you're directly under the mutant Bat Gremlin, it will quickly swoop down. Run to either side and swipe it with the Pencil when it gets to your level.



STAGE 3

THE SYSTEM CONTROL CENTER

It should be no shock to Gizmo that the Electric Gremlin has been buzzing around the Clamp Centre System Control. He's got to put a stop to it before everything goes haywire.

START ▶



GO DOWN EASY

As soon as you climb into the Tool Box, move to the right without jumping and avoid the Thorns.



TROUBLE AT THE TOP

There's not much incentive to take the upper passages of this area. You'll encounter fewer hazards and you'll be able to move on more quickly if you stay on the floor.



GET AROUND

It's essential that you pick up the Pearl at the beginning of the stage. Jump from either side of the Spring and work your way around to the top of the platform.



KEEP MOVING

The big Gremlin in the center of this area is unbeatable. Get by with the Tool Box.



TOUGH JUMP

If you don't leap lightly over the Thorns pit, you'll hit the platform above and fall in. Jump from the right edge of the block and be extra careful.



STAGE 4

THE CLAMP CENTRE LOBBY

The Gremlins have gathered in the lobby and they're about to launch an attack on the city. Gizmo's got to defeat their leader before night falls and they're let loose.

START ▶



SHARP ATTACK

Leap over the Thorns in this series of hazards and fall to the left to land on the Springs. Then jump and fly to the right.



HAMMER TIME

There's a Hammer-wielding Gremlin who hits Rocks in your direction here. Jump over them and keep running.



JUMP AND SWERVE

You've probably mastered this maneuver by now. Hit the Spring and curve around to the right.



CONVEYOR CHAOS

The very narrow Conveyors are surrounded by Thorns. Jump quickly and lightly on the belts to avoid getting pricked.



DON'T DROP

The center path is safe and sure. Jump to it and avoid the trouble on the floor.



GREMLINS 2

FOLLOW THE MOVING BLOCK

A block travels in a circle-cross pattern here. Catch a rifle and make sure that you leap over the single Thoren while riding, then duck under the double Thorens.



FIREBALL FRENZY

Enraged Gremlins shoot Fireballs in sets of two. Leap over them in an open area, then approach and attack!



LAST CHANCE

Make sure that you grab the Small Heart on this platform before you take on the Electric Gremlin.



TO ELECTRIC GREMLIN ▶

LEAPIN' MOGWAI

It doesn't look difficult, but this is the most hazardous jump in the stage. If you don't leap just right, you'll fall and have to start from the beginning.



LEADER ELECTRIC GREMLIN

Don't get zapped when the Electric Gremlin is in his lightning state! The only time you'll be able to hit him is when he's in his Gremlin form.



INVISIBLE GIZMO

Collect the Ballo and keep the music note over your head. You won't be able to see Gizmo in the Pass-through blocks, but you will be able to see the note above his head.



BIG HEART

Be sure to collect this Heart if you can.



THORN TROUBLE

There are a lot of Thorns at this end of the lobby. Take it easy and jump lightly over low-rolling gaps.



TO SPIDER GREMLIN ▶

UP AND AROUND

Leap lightly off the Spring here and work your way to the left at the peak of the jump.



LEADER SPIDER GREMLIN

This monster gets help from small spiders. Avoid them and grab onto the web so that you can move up and shoot a flaming Pencil toward the Spider Gremlin's head.





THE HUNT FOR RED OCTOBER™

**A Daring
Defection Across
The Atlantic**

Soviet Submarine Captain Marko Primov intends to defect to the United States with the top Soviet Red October. All that stands in his way are the dangers of the Atlantic and the entire Soviet Fleet!



Publisher: Hi Tech Expressions Design and Program © 1991 Beam Software TM & © 1991 Paramount Pictures

THE ULTIMATE TWO-PLAYER BATTLE!

As the Red October attempts to clear eight sections of the Atlantic and dock in an American port, the Soviet Fleet tries to thwart the mission by destroying the Sub. In a two-player game, one player controls the Red October and the other player is in charge of the Soviet Fleet. The twist makes the game unique.



The Red October takes aim on the Soviet Fleet.



Large explosion wait at the end of every stage in a one-player game.

UNDERWATER ARSENAL

There are several special items that the Red October can collect and use in addition to its endless supply of Torpedoes. In a one-player game, the Soviet Fleet will destroy these Pickups if they're not collected quickly.

A Game Link Duel

While the one-player mission is thrilling, this game is at its best with a two-player Game Link. One player pilots the Red October while the other one takes charge of the Soviet Fleet. The match-up charges the room with excitement and always makes you want to go one more round.



Homing Missiles



These explosive devices are very useful against quick vessels.

1-Up



Earn more chances to pilot your Sub to victory by collecting Hearts.

Cavitation Drive



Run silently for about 11 seconds by using this top secret tool.

Repair



Restore the Sub to full operational capacity with this powerful Pickup.

THE HUNT FOR RED OCTOBER

STAGE 1

1

This relatively simple stage should serve as a good training ground for the levels to come. Watch for two very shallow passages toward the end.

Run Silent, Run Deep

If you're piloting the Red October, you should activate the Cavitation Drive in this open area to elude enemy radar and Missiles from the ship on the surface.



The End of the Line

When you complete the first stage in a one-player game, you'll come across this giant Mine. It can be damaged only in the four Cannons which point diagonally. Avoid the Missiles which come from the Bubs and aim for the Cannons with Torpedoes.



Shallow Water

The Red October is forced to go to the surface in this area. If you control enemy forces, this is a good place to attack from the air.



STAGE 2

2

The going gets tough off the east coast of Greenland. Huge icebergs in this area make it difficult to navigate for all sailors who brave these waters.

Deep Water Sanctuary.

A sunken iceberg forces the Red October to take either a deep route or a surface route in this area. Go deep and avoid the Aircraft Carrier above.



A Massive Machine Awaits

This computer controlled command center rivals even the Red October in technological accomplishments. Cross the paths of the lasers when they are temporarily switched off and wage war on the brain of this demented wonder.



Surface Fight

Another battle in shallow water pits the Red October against a Soviet Destroyer.



STAGE 3

3

Now that you are south of Greenland, the terrain is much more open. If you control the Red October, you should stay deep to avoid trouble brewing on the surface.

Surface Tension

A huge reef forces the Red October near the surface and makes it an easy target for enemy forces. The Red October will have to be quick and cautious here.



Head-On With Heavy Artillery

This fortified compound is equipped with two Guns on top and four unbreakable Cannons on the sides. The Cannons can lay waste to the Red October with one plying shot. Avoid

them at all costs and aim for the Guns. Then go low and seek out two panels on either side. Once you destroy the panels, you'll take down the whole shooting match.



STAGE

4

The huge rocks are here for more than just decoration as will be evident by the sunken ships on the ocean floor. Proceed with caution.

Close Quarters

There's very little room to maneuver here. If you control the Red October, you may be better off by gassing up the Pickup in this area.



Safe Spot

Make sure to duck into this cave-like area and collect a 1-Up while you're shielded from enemy fire.



Journey to the Command Center

This huge machine is very much like the famed Command Center at the end of Stage 2. This time, though, there are two computer brains. Avoid the lasers on your way up and take out the computers one at a time.



STAGE

5

You may have stumbled upon the last ruins of Atlantis. The only way you'll ever stake your claim, though, is by surviving this dangerous location.

Aircraft Alert

Since the Red October is forced to be close to the surface in this area, the nearby Aircraft Carrier should be a major concern. Watch for fast Jets with powerful Guns.



Missiles Away

If you're in command of the Fleet, you should use 'Copters and Jets here, but watch for the Sub's Missiles.



The Monster Mine Attacks

The computer-controlled machine at the end of this stage is like the Mine at the end of Stage 3. Now, though, there are Alpha Subs equipped with Homing Missiles patrolling the area. Take them out if you can. Then go for the diagonally armed Cannons.



STAGE

6

Most of the passages of this deep sea section are very narrow. Take your time in getting through them and collect the Pickups near the end.

Home-In on the Hovercraft

This surface battle pits the Red October against a Hovercraft. Missiles should be the weapon of choice for either vessel.



Beware of the Mighty Cannons

This new variation on the compound at the end of Stage Three includes two extra Guns on top and several circling Subs. As it was before, though, your main concern should be avoiding the shots from the Cannons and taking out the Panels on either side.



THE HUNT FOR RED OCTOBER

STAGE

7

This section of the South Atlantic is the underwater equivalent of the Grand Canyon. You should move along quickly in those wide open spaces.

Creep by the Carrier

The Red October is forced by the terrain to travel close to an Aircraft Carrier in this area. Use the Sub's Cavitation Drive and try to pass undetected.



Dangers Ahead

Several huge compartments with tons of troubling weapons await you here. Go low first and take out the Cannons that produce

Sub-Siting Buoys. Then aim for the Misses and you'll trigger open the compartment doors.



If you hit the Buys, you'll float to the spiked reel.



Take out the Misses and the doors will open.

STAGE

8

Oil rigging off the Florida Coast serves as an obstacle in this stage. Carefully steer through the tough spots and make your way to the shore.

Route Through the Rigging

The dark oil rigging supports are far enough away that they will not hit your boat. Avoid the lighter poles, though, or you'll be haly up in no time.



Cool-Off in the Cove

If you're playing a one-player game, you should explore this cave, take a breather from the enemy and collect the last two Pickups before you approach the final battle.



Showdown With the Enemy

It's all come to this. One more victory and freedom will be yours. This battle is super-tough. First you'll wind around narrow catacombs with deadly drops of Oil falling from above. Then you'll have to take out four cir-

cular panels as Guns and Cannons fire away. Freedom does not come easy for the crew of the Red October.

Deadly Drops

Time the drops of oil and sail by when the area is clear.



Guns and Cannons

As a last ditch effort, the enemies have amassed their remaining firepower. Blast what you can and avoid the rest.



Shoot Out the Lights

Destroy the four circular light panels on the girder and America will greet you with open arms. Congratulations!





R-TYPE™

Battle From Beyond

Bloodthirsty aliens are on a collision course for Earth! They have a lot of firepower, but you have the R-Type!



© 1991 Irem

R-9 Rocks Heavily



The R-Type, an R-9 class space vehicle, is small but powerful. Your mission is to pilot it through the alien masses and stop them at the source. If you manage to avoid enemy fire and collect Power-Ups, you'll be able to accumulate as many as two Plasma Formas and a versatile Power Pad.



Blast Away

You can press the B Button quickly and repeatedly to shoot rapid-fire Beams or hold the B Button until the strength of the Beam grows, then let go for a super powerful shot.



Rapid-fire shots are the best offense against small aliens.



Use a super shot when you go up against stronger aliens.

STAGE 1

START ▶



The gateway to the alien base is guarded by a small troop of low-level creatures and a few advanced aliens. You should be able to get through the stage and collect plenty of Power-Ups in the process. Make sure that you get a Power Pad before you reach the Gladiator and the last battle of this stage will be a breeze.



GLADIATOR

One of the bobs of this mechanical chain is different from the others. Destroy that one and they'll all stop firing.

Power-Up Items

Power Shuttle



Power Shuttles multiply Power-Up Items. Hit them with a shot when you see them and collect the items they leave behind.



Speed-Up
Get revving with an engine upgrade and maneuver with speed.



Plasma
This satellite acts as a shield. And protects the R-Type from enemy fire.



Laser

The intense power of the Laser beams shines as it increases all enemies.



Bubble

Annihilate all aliens in your direct path with the big shot of the vehicle.



Fire Chain

Speed intense heat to alien ships and below you with the Fire Chain.

GLADIATOR



Send the Power Pad to the stomach of this evil alien and let it blast away as you seek safety from the Gladiator's Bubble bursts.



R-TYPE

STAGE 2

Some creatures in this stage may surprise you by keeping out of the alien pods. Build your Beam to a super blast and let them have it as they

emerge from the mark. Then, when you reach the Gombe, aim for its weak spot on top.

START ▶



GOMBE

GOMBA



Hit the sections of Gombe's snake-like counterpart.



Aim for the top of Gombe when the weak spot is exposed.

STAGE 3

START ▶



The leader of Stage 3 is so huge that it alone is the stage! Hit the Power Shuttles near the mouth of the Crusader and make sure that the R-Type is equipped with the Fire Chain before you begin your dangerous mission below the ship.

Use the Fire Chain to knock out the gas and engines under the Crusader.



CRUSADER



Blast the gas at the rear of the Crusader. Then, when the big gun on the inside stops firing for a moment, get in front of it and blast away.



STAGE 4

START ▶



The maze-like machine works of the alien ship are pecked with floating mechenoids. Instead of trying to defeat them, just get out of their way and find a clear path. They are much too strong to destroy in the short amount of time that you'll see them approaching.



BALDO GARDENS



There are several creatures in this enclosed space.



The weak points of the creatures are to their sides.

Two More Stages!

You're getting very close to the heart of the alien force. Move quickly and try to take as few hits as possible. The last stage is huge and very challenging to complete. You'll need as many chances as possible to get through this final leg of the journey.

STAGE 5

Shrinks of scrap metal rain down from above in the alien trash heap. Stay on your toes and get ready to move.



STAGE 6

This stage is a two-part! Just it's very tough! Some of the aliens are invisible. Avoid them and keep fighting in the end!





SOLAR STRIKER™

Free The Solar System From Alien Tyranny

Strip yourself into the SolarStriker spaceship—the last hope of Earth against the aliens from Aricacon. You'll need lightspeed reflexes in the six blazing action stages.



TM & © 1988 Nintendo

STAYING ALIVE IN A LASER STORM!

RULE 1 Know The Enemy's Pattern

In most fast-action shooting games you have only a few split seconds to think and act. In SolarStriker, the enemies always appear in the same parts of the screen and follow set patterns of movement. Memorize those patterns and you'll be able to wait in prime position, already blasting away when the scum pop onto the screen.



Hit this P symbol for the Double Shot.

RULE 2 Scoring Big Points For Extra Lives

Every alien you hit in SolarStriker adds to your total score, but what good is a high score? For every 50,000 points tallied, you'll earn another 1-Up, so points really do matter. You should also look for high-scoring aliens. For instance, if you hit the Comets ten times, you'll vaporize them for 5,000 points.



STELLAR

Your great mission begins amidst the comets and asteroids of outer space. Wave after wave of spinning, dive-bombing aliens sweep in, but most can be destroyed just as they appear on screen.



Your first close encounter is as easy one. Just fire from the spot shown.



Stay in the middle and the aliens will fly into a blistering trap.



Hit two more P symbols for the Triple Shot and twice more for Turbo Missiles.

EPIKAHN

The first major challenge is waiting at the end of the stage—a giant ship called the Epikahn. Three lines of fire shoot out at your spaceship as the Epikahn moves back and forth across the screen. Dodge the enemy fire and shoot for the middle to claim the 5,000 victory points.



Hide out in the safety zone shown above, but if the enemy scrolls by, you'll have to face it later.



OZONE

In the upper atmosphere of enemy-controlled Earth, you'll fly smack into Behaving Fighters, Rotasnecks and Pinchers. The action is fast and furious, so you should try to earn the Double or Triple Shots if you don't have them. Stay near the bottom of the screen to gain extra time.



Hover near the right side of the screen as shown. You'll be in the perfect position to intercept the Rotasnecks' meane.



DESTRUCTOR

Destructor is an enormous jet fighter that moves in circling, leaping patterns across the screen. Its Bubble Bombs are worth 100 Points each if you hit them, so go for it. Dodge the Bubble Bombs and stay near the bottom of the screen. When Destructor moves toward you, head to the left.



When Destructor is above you, fire away, especially toward the Bubble Bombs.



If Destructor comes after you, hide in the safe spot on the left.



Resume your attack from beneath the enemy when it moves up the screen.

SOLAR STRIKER

3_E

CITY

A whole new world of potential disasters waits for you once you enter Stage 3. Now you're flying over the surface of Earth, but it is controlled by the invaders. Enemy aircraft and ground-based weapon systems are tracking your every move. You'll have to keep an eye on the ground while dog-fighting with the alien axes in the air. It won't be easy, but you're the only hope for Earth.



The Tanks are slow, but they shoot dangerous lasers. Timing is important.

The aliens appear on the six roads in predictable patterns. Be prepared for them.



The Terra Cannon is particularly tough. Ten shots are required to knock one out.

ULTRA CRUSHER

The Ultra Crusher is a slow moving inviolable tank that shoots with lasers as it rumbles forward and sideways from road to road. Attack from the bottom of the screen.



The lower left corner of the screen is the safety zone. If you hide there, Ultra Crusher moves on and you clear the stage.

5_E

OUTER BASE

The huge base of the Reticulans is well protected from Earthly retaliation. You'll be flying into the center of their forces, which are led by the Xenocrypt. The Xenocrypt is really four robotic weapons that join together to form an awesome laser force. Your best strategy is to blast them when they break apart and move separately. You can earn up to 12,000 points against this enemy.



Each of the four sections fires a laser.

SUPER CANNON

The vast cannon complex guarding the core of the base has a single weak point—the electronic eye at the center. You'll have to dodge bombs and laser attacks to get a shot. The large cannon shoots lasers while the smaller weapons fire bombs.



Prime position is the center of the screen. Fire at the cannon's eye.



The safety zone is shown here, but if you don't light you won't score more points to save extra ships.

4_E

DEATH VALLEY

Flying over the parched deserts and canyons, SolarStriker runs into a posse of Reticulonian aerial armor. Maintain your multiple shots at all cost and prepare to meet the Omniquad, which is as tough as most stage-end bosses. Aim for the pods of the Omniquad first, then zero in on the soft center.



Many of the enemies are tough, but blast them all to boost your point total.



The pods of the Omniquad orbit around the center. Then stop, then orbit.



Once the Omniquad goes down in flames, still more enemies swiftly counterstrike.



NUCLEON

This mysterious mechanical monstrosity is surrounded by invisible satellites that fire at you. The center of Nucleon is the weak point, but you'll have to dodge continuously to finish it off with enough shots. Defeat Nucleon for 10,000 points!



The Nucleon moves about with its hole of satellites. Fire from below.



The safety zone is to the right of the Nucleon. Stay there to clear the stage.

6_E

BASE CORE

All forces have gathered to keep you away from the very heart of the alien empire. The Oresc Obliterator is a new fiend with a deadly twist—it separates into two sections that must be fought one by one. Then your old pal, the Omniquad from stage 4, shows up again. In fact, the middle bosses from all the other stages have gathered here in defense of their leader.



Attach the sides of the Obliterator separately. There are no more safety zones.



Here in the final stage you'll revisit the enemies you thought you'd destroyed.

RETICULAE

The final challenge is the giant fly, Reticulae, who shoots a spread of bombs. Don't get too worked up, though. It is easier than most of the other bosses. Just stay in position between the spread of shots and fire away.

A safety zone is between the shots to the right of the center of the screen.





REVENGE OF THE 'GATOR™

Potent Pinball Against 'Gator And Friends!

Pinball with a southern twist, as the 'Gator and friends help you your Game Boy in their version of pinball!



TWAG: Nat Laboratory 1000

OR 2 PLAYERS!

The 'Gator's gang waits on many different screens. Refer to the full screen map on the next page to get an overview of your feel!

One Player 'Gator

The concept: It's you against the entire 'Gator gang. How long can you keep the ball from them?

Two-Player 'Gator

Think you're a skilled 'Gator tuner? Challenge a pal—alternate playing and try for the best score!

TIPS TO INCREASE YOUR SCORE

SLOT MACHINE

Play 'Gator slots and see what comes up ...



If the 'Gator rewards you with three stars, one level is added to the Bonus Multiplier.



Three fish reward you with helpful aids and create "ball saver" postal.



Three apples will take away your ball-saver postal and reduce the bonus multiplier back to 1000 X 1 (high).

THE MAIN SCREENS

Screen "A"



It's tough to get here, but once you do, be sure to warp to Bonus Stage 3 via the upper right tunnel.

Screen "B"



Arrive here from Bonus Stage 1 and Screen C, and break through the blocks to reach Bonus Level 2 and Screen A.

Screen "C"



The starting screen—play 'Gator Slots here and rack up the bonus points, then launch up to Screen B!

Screen "D"



Shoot the ball into one of the 'Gators' open mouths to warp to Bonus Level 1, Screen C, or back to Shooter's Lane. Be careful—don't let the ball fall off this screen!

TWO-PLAYER MATCH PLAY



Grab a friend and pick Match Play for really intense, head-to-head pinball competition!

Match Play A

Beginner's head-to-head Pinball

Match Play B

For advanced Match Players!

ITEMS

Use the assortment of items to better your own chances. Grab the good items for yourself, leaving the others for your adversary. The ball's direction determines whom the item will affect.

| | |
|------|--------------------------|
| +100 | Bonus Points |
| ⬇️ | Makes the ball heavier |
| ⬆️ | Takes one flipper away |
| ⬆️ | Center blocks appear |
| ⬆️ | Gravity increases |
| ⬆️ | Returns things to normal |
| ⬆️ | Ball Savers appear |
| ⬆️ | Reverses player's scores |

REVENGE OF THE 'GATOR

ONE OR TWO PLAYER SCORING

Bonus Stage 2



Hit the ball repeatedly into the upper left area. Break out all the blocks and spikes in the upper left to reach the warp tunnel into Bonus Stage 2, where you can make 'Gator bonus points! Have fun with all the baby 'Gators!

Go to Screen B!

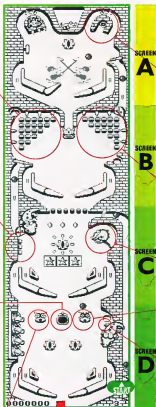
Gently lift the ball into the three blocks on the left to make the mysterious door open and reveal the passageway to Screen B. Good luck! Actually making it through this narrow tunnel takes perfect aim and a speedy ball!

Bonus Stage 1



To reach Bonus Stage 1, simply fire your ball into the open mouth of the middle 'Gator on Screen D.

'Gator Warp to Screen C



Bonus Stage 3



Put the ball into this warp hole for entry into Bonus Stage 3! Once here, keep the ball rolling through the rag of 'gators, to take them out as they each stick out their heads for lots of points!

Passage to Screen A

Hmm... the door of the tunnel to Screen A seems to be barred by blocks and spikes. They're no problem though—just keep flipping the ball up into the corner until you're left with empty space and the door will snap open!

'Gator Slots!

Roll the ball behind the wary 'Gator's back and start the slot machine rolling—Where it will stop, only the 'Gator knows!

Worpbck to Shooter's Lane

Shortcut up to Screen C



This 'Gator will throw the ball back up into Screen C, but only if the right flipper isn't in the way. Hold it up!



TETRIS™

The Lines
Form Here

Put together a winning strategy with some basic moves and advanced tips for everyone's favorite blockbuster.



TM & © 1987 Atari. © 1989 Bullet-Proof Software © 1989 Nintendo

EVERY BLOCK COUNTS

You'll have to take every piece as it comes in this puzzle and find just the right place to put it to succeed. These three rules will keep you playing.

Keep 'Em Low

If the stack reaches the top, you'll lose. Try to keep it down by placing blocks horizontally and to the sides whenever you can.



Don't Cap Gaps

Pack the blocks tightly and evenly across the width of the screen. Given a choice, you should try to keep gaps uncovered.



Keep Making Lines

If you complete lines as soon as possible you won't score a lot of four-line completions, but you will stay alive for a long time.



Seven Four-Block Patterns Form Tetris

There are seven different ways to arrange four squares with sides touching. These configurations make up the Tetris that fall in Tetris. Each Tetrad can be useful for certain kinds of situations. Study them and master their placements.



T-Block

This Tetrad is good to use while filling single block gaps and for placing an stair-like patterns. You can use it to complete up to two lines.



4-Bar

This Tetrad is the only one that will complete a Tetris: four solid lines formed with one move. You can use it effectively to fill long, narrow holes.



4-Square

The 4-Square is shaped to fill spaces that are two blocks deep. Try to work it into a low position and keep it from adding height to the stack.



L-Block

Fill holes that are one block deep and open to the right or holes that are two blocks deep and open to the left with this Tetrad.



Z-Block

This awkwardly shaped Tetrad can cause a lot of problems. Look for a two-block wide and one-block deep space that opens to the left.



L-Block Reverse

This Tetrad is a mirror image of the L-Block. Use them horizontally and you'll be able to keep the stack low.



Z-Block Reverse

The Z-Block Reverse is a mirror image of the Z-Block and it's equally difficult to place. Try to keep them under control.

TETRIS

KEEP AN EYE ON THE NEXT TETRAD

A box in the lower-right corner of the screen previews the next Tetrad to fall. Keep an eye on this box and make your decision on where to place the currently falling piece based on the one to follow.

EXAMPLE #1



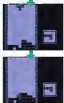
The T-Block could easily fit in either space at the bottom of the screen, but the next Tetrad can only fit in the space on the right.

EXAMPLE #2



You could place the falling Z-Block reverse in the open space to complete two lines. Looking at the next block, though, you'll see that if you wait to fill the space with the L-Block that's on its way, you'll be able to score three lines at once for seven points and a lower stack.

EXAMPLE #3



While it's not good practice to cover up spaces, you can leave them alone as when you know that you'll be able to quickly complete a line and open up the space again. Such is the case in this example. The L-Block covers a space on the left, then a T-Block drops to complete the line.

PRACTICE MAKES PERFECT

While the basic rules of Tetris are very simple, there are a lot of useful moves that you can develop to help keep the blocks under control and to build your score. Take a look at the following Tetrad-placement examples and keep them in mind while you are playing the game.

EXAMPLE #1



Make sure that you know what kinds of spaces the falling Tetrad can hold for and that you place them accordingly. This L-Block fits very well over a two-block high stack.

EXAMPLE #4



Some placements that may look odd at first turn out to be good moves. This Z-Block, for example, looks like it's covering a large gap, but it really completes a line and makes the stack smaller.

EXAMPLE #2



You can keep the stack low by placing Tetrad horizontally. In this example, the U-Block reverse fills a one-block space and makes the stack two blocks lower than it would be if it were vertical.

EXAMPLE #5



Here's another example of a Tetrad placement that looks like it's creating a gap but actually results in a line completion. Keep your eyes open and place the Tetrad wisely.

Celebrate!

If you do well, you'll be rewarded with an on-screen celebration. In an A-Type game, your goal is to get a high score. In a B-Type game, you've got to complete 25 lines.



Score 100,000 points in an A-Type game and a small rocket will appear.



Score 100,000 points and a larger rocket will soar skyward.



Complete a B-Type game at Level Five, Weight Five for this score.



OPEN THE GAPS

At times where you will have to temporarily cover open spaces, it pays to know what to do. Reopen the gap as early as possible.

Pack The Blocks

When covering a space, try to place the Tetrad as low as possible and close to other blocks.



Stay Away From Gaps

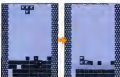
If there are gaps in your stack, try to arrange falling Tetrads so that they don't create an even bigger stack of blocks on top of them.



Position this T-Block vertically so that it doesn't hold on the gap.

Open Up The Spaces

When there are gaps, you should make moves to open them up as soon as possible by completing the lines that include the gap-covering blocks.



Complete the lines that include the gap-covering blocks and open the spaces.

PLAY IT SAFE

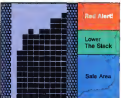
While four-line completions are great for your point total, they may sometimes be risky to attempt. It's a good strategy to save a one-block-wide space for a 4-Bar, but you shouldn't let the stack grow too high or your game may end abruptly. When the stack gets above the comfort zone, change your strategy and start completing lines.



If you let the stack rise too high, you'll be hurried.

Know When To Stop

When the stack of blocks has reached a certain point and you're still waiting for a 4-Bar to complete a Tetris, you'll have to shift your strategy and shorten the stack. The diagram below should give you some guidelines.



Try to keep the stack at this maximum height while going for a Tetris.



When you're this close to the top, you should try to pare down the stack.

Leave Room To Maneuver

If you're going for a Tetris, it's a good idea to let the one-block-wide gap open gradually to a two-block-wide gap. That way, you'll easily be able to fit in Tetrads other than the 4-Bar and complete lines when the stack gets too high. Also, the stack on the other side should be the same height as the gap or a little higher.



Open the gap at the mouth and build away from it.



If your stack looks like this, you better hope for a 4-Bar.

A wide opening will accommodate any Tetrad.



Get the stack down when it gets too high.



TETRIS

TWIST AND SLIDE TO FILL SPACES

Even when spaces are covered on three sides, it still may be possible to fill them with the right maneuvering. Study these two techniques.

Slide 'Em In

Even after a Tetrad lands, you can slide it from one to five spaces, depending on the speed, before it settles. That will allow you to eliminate some out-of-the-way gaps in the stack.



Slide a Tetrad as soon as it lands to fill a gap.

Twist 'Em Around

If you know how the Tetrads turn and what spaces they fill, you can perform some amazing maneuvers at the last moment. Fit them in one way, then turn them as soon as they land.



Work this T-Block into the space vertically. Then twist it once counter-clockwise and fill the space perfectly!



GAME LINK COMPETITION

During a Game Link match, you can send blocks to your opponent's side by making multiple line completions. It's a great way to lower your stack and raise their stack at the same time.

Know Your Opponent

The goal of a Game Link match is to complete 30 lines before your opponent or to get his or her stack to the top of the screen. Study your opponent's strategy and act accordingly.



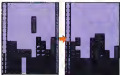
A Tetris will send four lines of blocks to your opponent's side.

You'll win if you can complete 30 lines before your opponent.



Keep An Open Space

The same one block-wide gap will show up in every line that your opponent sends your way. Open up the area above that space and you'll be able to complete the lines as quickly as they appear.



Open the spaces that appear in the lines that your opponent sends and fill them in.

A Quick Tetris Quiz

Look at the following three playing situations and decide where you should place the falling Tetrads. The solutions are below.

Question #1

As I-Block Rovers drops into an open space, should you try to fit it in or stack it on the side?



Question #2

The stack is getting pretty high. Should you try to cut it down or wait for a 4-Block?



Question #3

The stack is full of gaps. Where is the best place to put this T-Block?



Answer #1

Place the Tetrad in it in seven rows. A line will be completed and the gap to the left will open.



Answer #2

It's definitely time to complete some lines and bring the stack down. You don't want it to get any higher.



Answer #3

By placing the T-Block on the far left, you'll complete a line and open a gap. Good move!





Dr. MARIO™

It's A Prescription
For Fun

Dr. Mario has started a player's epidemic. Get the Doctor-Who!



© 1993 Nintendo

STOMP OUT THE VIRUS VERMIN!

Vitamins, of either solid shades or two tones, begin to drop slowly, one by one, from the top of the screen. As they fall, manipulate them so that they match the shades of the viruses or vitamins beneath them. Begin clearing viruses from the screen by stacking three vitamins over viruses of the same shade. At first it's easy, but as the game progresses, the vitamins fall faster and faster. When you place the wrong shade over a virus, you'll have to stack them four-high to clear them and try again.



Dr. Mario tooses out the first vitamin. Let the game begin!



Match them up and move them out. Keep an eye on the doctor to see what's next.



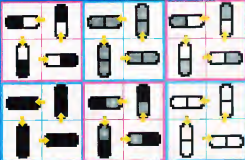
Clear the viruses over the top first. When you get down to the last few, you'll have more time to position the vitamins.



Wipe out the last virus to clear the level, then press Start to immediately begin the next level. Catchy isn't it?

FIGHT VIRUSES WITH SIX DIFFERENT VITAMINS

Three kinds of viruses threaten to escape from the bottle. You and Dr. Mario fight back with six kinds of vitamins. You have three solid capsules, one white, one gray, one black, and three that are two-toned. By rotating them to fit your needs, you can often use one vitamin to cover two viruses. Press the A or B buttons to rotate the vitamin a quarter turn and stand it on end, or flip it over by pressing twice. Press four times to make a complete circle.



BASIC MOVES

#1

A basic and efficient move is to place a two-toned vitamin over a matching two-toned vitamin or over two matching viruses. It's a great move when you're near the top of the screen and have little time to manipulate the vitamin. You can simply move it over and allow it to drop. Before making any move, look to see what Dr. Mario is going to throw out next.



A white and black vitamin is about to fall. It will fit perfectly over the white and black viruses on the left.



Drop the white and black vitamin into place, then you can move the next vitamin, which is gray and black, to the far right.

#2

Plan ahead to see what you can set up. Sometimes you have to look down several rows to see how a move can work for you. If you can match half of a vitamin and let the other half drop onto a match below, you'll effectively use the whole thing.



You have a few choices in this situation. You might at first think that you can match only half of this vitamin.



Match the black half, as shown. Clear the black virus, and the white half with the next black capsule will drop to the white stack below.

#3

Now that you're used to looking down the rows to match stacks vertically, start looking across the rows for side-by-side matches. Just as with the vertical stacks, four of a color matched horizontally will clear a virus or a line. Lay a solid vitamin flat, or stand a two-toned one on end and slip it into a single space.



With the solid white capsule lying horizontally on the left, the solid white vitamin about to fall is a great match.



Slip the falling vitamin inside the solid white one, as shown. It will make a four-color match to clear both vitamins.

TOUGH CHOICES

#1

Often it's obvious where you should put the falling vitamin. Other times, you have to decide quickly which of a couple placements would be better. In the photos below, for example, two places look like good prospects, and you have very little time to make up your mind where to make your drop.



Where do you want the gray half to fall? Keep in mind that the next capsule is a black and gray two-toner.



Tip it on end and drop it on the white stack. It will clear the viruses and set you up to use the next vitamin.

#2

Decisions, decisions. And you just don't have time to get a second opinion! Should you stand the capsule on end to clear out the white stack or go for more points by setting up a more complex move? As long as you aren't too near the top, you can take a chance and hope that the right capsule combo comes up soon.



If you flip it on end, you can add to the white stack. You have another possible move, though.



Place gray on gray. Put the next vitamin on the right, and when you match another two grays, the white will fall onto white.

#3

Keep a step ahead of the game by plotting your next move before you set the vitamin down. It's especially important when you have more than one possible placement because it sometimes allows you to take advantage of this vitamin to set up a high-scoring double or triple with the next. It's like having a sneak peek at the future!



Should you put this solid white capsule where the solid white one on the upper left? Consider the vitamin to come.



Put it beside instead to clear all four white halves and open the space for the black and gray capsule. Score a double!

ADVANCED MOVES

#1 DOUBLE DOSES

When you're playing for points, plan your placements to take out as many viruses as you can in a single move. Try to set up a chain reaction that will ripple down or across the screen, wiping out bugs and racking up points. Not only do combination moves score big, they're fun to watch, too.



Where will it hit? You have a choice, but only one of them will yield a double. First, flip the black and white capsule over.



Place white as white, as shown, to clear the four white halves. The gray ball will fall to clear the grays below it.

#2 MAKE MUSIC!

Be sure to crank up the volume before you make a massive sweep. If you manage to clear more than 20 vitamins and viruses at once, you'll get more than just a pile of points. Your Game Boy will begin to play a special (and familiar) tune that you won't want to miss!



It looks like you're building a dangerous tower, but with the right move you'll create a double effect.



Tip the capsule over and, drop it on top of the black stack, then sit back and watch the action happen!

#3 SLIP 'N SLIDE

Just because a virus is low in the pack doesn't mean that you can't top it. With quick thinking and rapid reflexes, you can slip a capsule into out-of-the-way places. Making it fit sometimes takes fancy flipping and slick side-sliding, but if you have a mess near the top of the screen, moves like this can be game savers.



At first glance, it looks like this vitamin is just going to get in your way. Take another look.



There's a perfect place for it: in the center. Let it drop, then follow it down, slide it to the right.

#4 TIGHT SPOT

When the screen is crowded with lots of vitamins and viruses, moving capsules to remote spots becomes more difficult. With skillful maneuvering, though, you can fit them into some very unlikely-looking spots. Be alert and search for possible landing sites that aren't immediately noticeable.



There's no good spot for this vitamin. Or is there? Try sliding it in between the two black and gray capsules.



Flip the capsule up on and and slide it down. At the last second turn it sideways again and slip it into place.

#5 OUT OF SPACE?

When you're too close to the top to drop vitamins that don't match there, you have no choice but to head towards the bottom. There might even be a good match somewhere down on the screen. It's getting there that's the problem. By turning the capsule here, sliding it there, you can zig-zag to your destination.



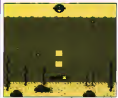
If you place this right on top, it might block your next moves. Find a path to get it out of your way.



Move it down, slide sideways, then stand it on end and slide it down. Turn it sideways at the last moment.

#6 HIGH SPEED?!

Are you up to the challenge of Level 20—at high speed? You need limber fingers and lightning reflexes to clear the 64 viruses that reach almost to the top of the screen! If you make one wrong move, you're doomed. Like the NES version, Dr. Mario for Game Boy has animated scenes at the end of certain levels, and something special at the end of this one.



VS. PLAY

For twice the fun, try the two-player mode. Although the goal remains the same, with two players there is the added challenge of clearing the screen before your opponent does. Strategies change, too. It's more important than ever to make multiple matches because they impede your opponent's progress, but you'd better not take too much time setting them up.



FROM OUT OF NOWHERE

By clearing more than one virus at a time, you can make play difficult for your opponent. When you clear two, a vitamin ball drops onto your opponent's screen. The more you clear at once, the more halves you send. Just remember that your opponent can repay the favor!



Try some bad medicine. Set yourself up to clear multiple viruses in a single move and send unwanted vitamin halves to your opponent.



Depending on where they land, the vitamin halves can help or hinder. If he's already in trouble, they can spell the end for him.

WHAT IS YOUR OPPONENT UP TO?

Each player sees the action from his own perspective, so you won't know how many viruses your opponent has left until the game is over. If you take too much time setting up plays, you might find yourself on the losing end.

PLAYER 1



How many viruses does your opponent have? You won't know until it's over.

You're looking good! What about your opponent?



Smart play and quick thinking pay off! Go for the best two out of three.

PLAYER 2



In the beginning, Player 2's view is much like that of Player 1. That will soon change.

Complications arise in Player 2's case.



Now he knows Player 1's status, but it's too late! Start planning a rematch.

EVENING THE ODDS

Games are the most fun when players are evenly matched. In Dr. Mario, players of different ability levels can have competitive matches by pressing the game at levels and speeds appropriate for each. By using the settings to handicap, players can keep things interesting.



Oops, not that, get it work. There are 64 viruses ready to create an epidemic!

Experienced, confident players can set the game at the highest level.



Is this the same game? Once you've mastered the basics, raise the level.

Just beginning? Select a lower level and give yourself a fighting chance.





KWIRK™

**Trendy Tomato
Heads Up And
Moves Out**

A compelling puzzle from Acclaim, Kwik is a great choice for players who enjoy challenging their wits. Every piece has its place, and whenever or not, there is a solution for every move.



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AMAZING TOMATO TO THE RESCUE



Acclaim has created a puzzler in this maze game featuring a hip tomato with two cool shades. With three play modes and dozens of baffling rooms

to clear, it's a challenge for even the most proficient puzzle solvers. Get ready to head 'em up and move 'em out.

■ Which Way Out?

Each room in the maze is filled with obstacles Kwik must make his way to each room's exit, which is so easy that given the configuration of the obstacles. Some are blocks that you can push, others are turnstiles that flip certain directions. You must move them to clear the path.



■ It's the Pits!

The black spaces that you'll encounter in some rooms are pits. You can't cross them without filling them first with blocks of corresponding shapes. That's not as easy as it sounds, though, because you'll have to find a way to maneuver the right block to the right space. Begin by deciding which blocks will fit or fill which pit. As you fill the pits, you get more room to move around.



A block that the cat can't walk through or jump a pit. If you can't walk around it, fill it in.

When you place a block in the right pit, it will fill it in and give you more room to maneuver.



■ Tip the Turnstiles

The Turnstiles rotate 360 degrees, but they won't budge if there is something obstructing them. Figure out which direction you'll need to push the Turnstile to clear the way for your next move. Plan ahead to use them to your advantage.



■ Other Characters

Tomato Kwik isn't the only vegetable in the patch. Sometimes other characters are in the room, too, and each will come in handy at some point. Press Select to activate them one at a time. To clear the room, all must reach the exit.



THREE BASIC OBSTACLES



Like revolving doors, this one swings around in a complete circle if nothing blocks its path.



Push blocks in the direction you want them to go. Avoid moving them right next to the walls.



Fill pits in with blocks of corresponding shapes. They must fit perfectly to clear the way.

GOING UP

In the Going Up game mode, Kwirk is attempting to climb to the top of the maze. He'll work his way through three levels, each containing 10 rooms. Your progress stars will be displayed when you clear each room.

LEVEL 1 FLOOR 1

If you're careful, you can complete the first room with as few as four moves. This is your opportunity to learn how to use the Turnstile obstacles. Start flipping them!



From below, move the door clockwise two quarter-turns.

Move the other door one turn counterclockwise.



Go around and push down on the left side. You're done!

LEVEL 1 FLOOR 2

Three blocks stacked vertically block your path to the exit. Your only choice is to push them to the side. If you begin with the wrong block, you'll have to start over.



First, push the top block all the way to the left.

Do the same with the lower block.



From below, push the center block up to clear the path.

LEVEL 1 FLOOR 3

A large, square block rests in the center of the third floor. If you begin by pushing it down, you'll find yourself trapped in the corner with no way out.



Push down on the rocker door and move to the lower area.

Shove the block all the way up.



Rock the door back up to clear the doorway and the room.

HEADING OUT

In the Heading Out mode, players can challenge themselves to finding their way through a designated number of rooms. Time is ticking away from the moment they enter each room, and so are bonus points!

LEVEL 1

In this room, which has a difficulty typical of Level 1, your obstacles are movable blocks. The room is small and has little space for maneuvering the blocks, so try to think through your moves before you begin.



Move down and shove the center square to the left.

Push the rectangle up.



Push the long block right and the rectangle back down.

LEVEL 2

In Level 2, the rooms are more challenging and require more complex moves than they did in Level 1. When you have to rearrange blocks to fill the pits, try to match the shape of the block with the shape of the pit.



Slide the block on the left down and over into the pit.

Push the long block down, the square one up.



Shove the long block into the pit. Follow with the squares.

LEVEL 3

You'll enter some mind-boggling rooms in this level! And yes, there really is a solution to each. Learn to look for clues to the correct sequence before you make your first move. You'll be racking up the bonus points in no time.



This room is crowded with turnstiles. Open them carefully.

Move the turnstiles on the upper right.



Do some fancy flipping to clear a path to the exit.



SOLOMON'S CLUB™

**A Final Test Of Mastery
For a Would-be Magician**

The little brother of the NES classic Solomon's Key arrives on the screen of your Game Boy®.



© TECMO, INC. 1991

★ ASPIRATIONS

Dana is a magician's apprentice whose fondest desire is to earn the title of "Magician." To realize his dream, Dana must pass the hardest test of his life.



★ RITE OF PASSAGE

The challenge lying before Dana consists of 5 levels of 10 rooms each—50 new and different rooms in all! Dana must apply his magic skill expertly to reach each key that opens the door to the next puzzling room. He must master the arts of making and breaking blocks and playing with fire to be successful. And, as if the rooms aren't tough enough, Dana also faces time limits, limited lives, and numerous monsters. Some monsters can even break the blocks that Dana created! But not everything he finds is bad—Dana will meet friendly fairies and find many items that will help him earn his title of "Magician!"

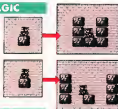


★ CLEARING LEVELS WITH DANA'S MAGIC

Working, jumping, and ducking won't be enough—Dana's ability to cast magic spells is his key to success!

DANA'S BLOCK-MAGIC

Undoubtedly Dana's most versatile talent—he can create blocks in the spaces next to him at three different heights, depending on whether he stands, jumps, or crouches. He can even edge out to create blocks a space away. Dana can break blocks the same way, or jump up to smash 'em using his head!



FIRE-MAGIC



Each spell cast destroys one enemy. Dana can buy spells at shops and carry up to three at a time.

Magic Items That Will Help Dana



Magic Items can be found in shops or hidden in various rooms.

| | | | |
|-------------|--------------------------------------|-----------|---|
| Gold coin | \$5,000 bonus | Fire Ball | Each jet holds one Fire Ball—use it wisely to destroy an enemy |
| Silver coin | \$3,000 bonus | Ball | Allows Dana to roll on his |
| Jewel | \$10,000 bonus | Water Gun | Extinguishes one fiery flame |
| Wing | Needed for admission to hidden rooms | Hammer | Used to break one Mirror of Confusion |
| 1-Up | Gives Dana one extra life | Hourglass | Adds more time to the timer |
| | | Shoes | Allows Dana to run faster |
| | | Net | Lets Dana destroy blocks by "net-balling" them instead of using |

SOLOMON'S CLUB

★ SPECIAL TECHNIQUES

Here are a few examples of special rooms that require some tricky techniques and special strategies to pass through them. Practice

these techniques, as Dana will need them throughout the game!

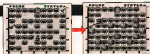
LEVEL 1 Room 6

The best way to deal with Sparkling Balls is to create a small block box. Then, wait until one enters, and seal it in!



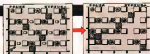
LEVEL 2 Room 3

Get through this room by creating blocks in the spots that don't have Ogre's Seals—leap from block to block to the key and door.



LEVEL 3 Room 2

Use the unbreakable moving blocks as platforms to leap from one level to the next. Jump onto them as they move toward Dana.



LEVEL 4 Room 10

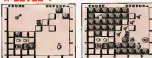
Burn Flames raise the degree of difficulty here—try shrinking them with magic, then quickly jump over to safety!



★ HIDDEN ROOMS

Dana can find five hidden rooms in the game, one on each level. In each hidden room, he needs to find the hidden "Solomon's Seal". Find all five Seals, then see what happens!

★ LEVEL 1



★ LEVEL 2 ★ LEVEL 3 ★ LEVEL 4 ★ LEVEL 5



★ DANA'S FOES

Here is a "Rogues Gallery" of enemies that Dana will face during his arduous mission. What a fearsome gang!





QUARTH™

Blockbusters Defend The Quarthdome!

A blockbuster puzzle from Ultra, Quarth requires a sharp eye and sharper reflexes. By firing at the shapes that fall from the top of the screen, eagle-eyed pilots prevent them from crashing into their ships.



TM and © 1999 Nintendo

DON'T GET QUARTHED!

To keep the shapes that drop from above from crashing into the Quarthdome below, the player pilots a Blockbuster ship and fires blocks at them as they fall. When the blocks and shape form a square or rectangle, they disappear from the screen. The ten shapes fall faster and faster as the game progresses.



BASIC STRATEGIES



Master the easy ones, like this L-shape, first.



Don't get trigger happy and pile up unnecessary blocks.



All shapes can be completed with just four sharp shots.

COMBINATION PLAYS



For more points and possible Power Boosts, take out both shapes at once.



You can clear the square first and then the rectangle to clear the screen.



Get far more points. Fill in the sides then the center and clear the combination.

Select Your Blockbuster

Which do you prefer? All have the same capabilities, but one might be your good luck ship.



Square MK 4



Earnest Beetle



Koubachi Bahri



Ding the 3rd



Armament Pearl



Fickle Savior

POWER BOOSTERS

When you clear multiple shapes, you sometimes earn special Power Booster items. Each can be used only once, even though you might actually pick up more than one. Use them wisely!

| | |
|--|---|
| Some items appear in both one and two player modes, others in only one of the two. | 1P - 2P Prepower  Increase the speed of the blocks you fire. |
| 1P - 2P Time Out  Temporarily stop the shapes from falling. | 1P - 2P Power Zap  Zap all shapes from the screen at once. |
| 1P Slow-Mo  Save the day by slowing the shapes down. | 1P Wild Card  Feeling lucky? It might help. It might hurt! |
| 2P Dirty Trick  Speed up the rate of your opponent's shapes. | 2P Triple Boost  Send your opponent triple-sized blocks. |

QUARTH

STAGE 1

This is an easy stage that moves slowly. Practice your moves and collect lots of items.



Don't start in the middle; add rows left and right first.



Fill in the left side, the right side, then the middle.



Start on the right and sweep to the left with your blocks.

STAGE 5

You've made it half way! The shapes are dropping quickly and they're more complex.



This one is easier than it looks. Use your blocks wisely.



There is more than one way to clear this combination.



Take the "O" shape as one. Clear "M" pieces individually.

STAGE 9

It might be better to take these complex shapes apart instead of trying to form one block.



It's a massive block! Take it out piece by piece.



Take these in small sections. Get them before they get you.



Heater here. Go for a big block with the number nine.

START ▲

START ▲

START ▲

2-PLAYER GAME LINK ACTION

You have lots of chances to impede your opponent. For starters, clear big blocks to shorten his viewing area.



Players can select their own levels and items.



Your opponent can make play more difficult.



... your view of the screen is restricted. Remember.



When your opponent manages to clear many shapes at once...



You lose! Winged quantities carry you off to start over.



Use the items you collect to hinder your opponent.



The winner triumphed! The most nimble Quarthian prevails.



When played head-to-head in the two-player mode, speed wins out. Move through the stages as quickly as you can.



GARGOYLE'S QUEST™

Enter The Ghoulish Realm If You Dare!

With speedy music and gruesome graphics, Gargoyle's Quest transports you to the mystical Ghoulish Realm. It combines elements of adventure and role playing games to create the ultimate Game Boy challenge!



TM & © 1999 Capcom USA

MONSTROUS MAGIC ITEMS

As the gargoyle, Firebrand, it is up to you alone to save the Ghoulish Realm. Although there are many helpful items available, only your skill will allow you to finish your quest. You'll find Magic Items scattered throughout the world, or you can earn them by finishing a level. The kings of the Ghoulish Realm will also award you with such items for deeds of daring.



FABULOUS FREEBIES

◆ Armor Of The Dragon

A monstrous ally will give you this mystical armor to help you find the King. It will increase your Life by 1 point.

◆ Armor Of Galle

Defeat a Gargoyle in Eyman Village to obtain this defensive item. It too will increase your Life by 1 point.

◆ Wing Of The Falcon

You will find this item under a particularly large tree on your search for King Gerheim. The Wing will increase the endurance of your flight and allow you to cross the Valley Of Flocks.

POWERFUL SPELLS

◆ BLOCK-BUSTER SPELL

The Block-Buster Spell adds power to your fiery breath, enabling you to destroy certain blocks. You will gain this magical spell after defeating the Monster Tower and acquiring the Grimble Stick.



◆ CLAW SPELL

You can use the Claw Spell to create a soft landing place amidst the spikes that are so prevalent in the Ghoulish Realm.



GIFTS FROM KINGS & PRINCES

◆ Barone Jark

Barone Jark will give you the Fingersell Of The Specter, but before he can help you say further, you'll have to find his Grimble Stick. As a reward, he'll grant you the Candle Of Poltergeist.

◆ King Darkoon

King Darkoon is in despair. He has been hostess and dazed by the Osteopore. Use the Poltergeist Candle to awaken him and he will increase your Jump and Wing power by one point.

◆ Rushfell

When you vanquish Rushfell, he will give you the Eternal Candle and your secret power, Red Blaze, will be awakened! A final battle against Bronger, leader of the Osteopores awaits you at this point.

LIFE REPLENISHING ITEMS

◆ Essence Of Soulstream

Use this potion during a combat sequence to restore a unit of Life energy.



◆ Dark Heart

This heart will heal one unit of Life energy, and is found in the dungeons in hard-to-reach places.



◆ Vials Of Soulstream

These vials are the currency of the Ghoulish Realm. You can use them to buy Tallmosses (1-Gpa) from Shops.



QUEST ITEMS

◆ Gremlin Stick

You must retrieve the Gremlin Stick for Baron Jark. It has been stolen in the Big Monster Tower (Map 3).

◆ Candle Of The Poltergeist

This gift from Baron Jark will allow you to awaken King Darkoon.

◆ Candle Of Darkness

The Candle Of Darkness will be your reward for completing the Sand Maze. It will be useful for getting clues from Eyman, and for finding the mysterious Majestas.

◆ Eternal Candle

Rushfell has the Eternal Candle. Once you defeat him, you will obtain it, and with it, the secret of Red Blaze!

GARGOYLE'S QUEST

SET ENCOUNTERS

Some encounters in the overworld will always be in the same place. Some are enemies, but others are friends with clues and hints. Visit them all.



These are the two rogues who stole Jerk's Gremlin Stick! Unfortunately, they have hidden it in the big Monster Tower. Defeat them and then head for the Tower!



Darken's followers are confused without their leader. At the end of this maze, you'll enter Darken's Palace.



Remnants of the Destroyer's armies are wandering the paths and overtops of the Ghoul Realm. If you defeat these stragglers, you will gain a reward of one or two Wals.



This Shoul will tell you where the Palace Of Darken is, but he won't get out of your way until you've returned the Gremlin Stick to Jerk. Then, he'll not only move, but he'll give you the Dragon Armor.



Frager has sent a couple of Gargiles to make sure Flavored doesn't make it to Majorita. Use the Claw to beat them quickly!



This friendly Ghoul will give you directions: Go east and find the Destroyers, if you dare.



At this point, a pair of Gargiles will challenge your passage across the Valley Of Plains. Defeat them and use your new Wings of the Falcon to cross this wide chasm.



Once you've summoned Majorita and learned her secrets, you know too much. A duo of Skull Tanks will try to make sure you don't leave the cave alive!

WANDERING MONSTERS

The Destroyers are ravaging the Ghoul World, making it an even more ghastly place to live! As you travel from town to town, you'll often be ambushed by small units of the Destroyers' army. You can't just run—you'll have to fight to escape!

GLOOM EYE

The look of a Gloom Eye is steady, but they have a limited range. Avoid them as they bounce toward you. They appear alone or with Man-Eating Plants.



GORILLAR

The brutish Gorillar attack in a weird way—by tossing their heads! They can take a lot of hits, so be patient and use hit and run tactics.



SKULL TANK

These creatures are heavily armored but easy to avoid. Take your time when fighting them and get your hits in when their backs are turned.



GHOUL

Some inhabitants of the Ghoul Realm have gone over to the side of the Destroyers. Convince them to change their ways with a blast of Gargoyle Flame!



TWIN MARR

Twin Marr dwell in the woods of the Ghoul Realm and pop out to attack forest travelers. Leap over their projectiles and return fire.



MALGOR

The laziest method of a Malgor's attack shouldn't fool you—they are relentless and deadly. Twelve hits are needed to destroy them.



GHOUL KNIGHT

Especially traitorous Ghouls have been knighted by the Destroyers. They carry indestructible shields and can only be hit from behind.



MAN-EATING PLANTS

Don't let the name fool you—these plants won't hesitate to add a Gargoyle to their menu. Watch them with your Gargoyle breath before they attack.



SAND IMP

These innocuous little beings also inhabit the deserts of the Ghoul Realm, and prefer to stay hidden beneath sand. Hit them when they pop out.



THE GHOUL REALM

The vast Ghoul Realm was harsh and forbidding before the Destroyers. Now it is intolerable, with

evil masters roaming everywhere. You must restore order to the Realm!

◆ EKUZOSU VILLAGE

The inhabitants of this village will threaten to not you, and those loyal to the Ghoul Realm have been locked up. Although you can get a password here, there are no Talmans for sale.

◆ BUREIDO VILLAGE

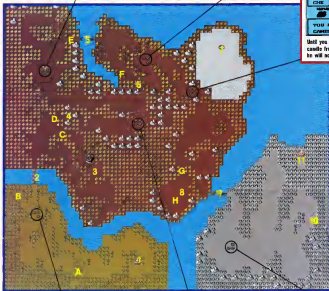
You'll find the price of Talmans is inflated in this remote village—they now cost 18 Vials. Other than a temple, where you can get a password, there is not much of interest here.

◆ BYMON VILLAGE

Become Bymon's village has expensive Talmans—they cost 32 Vials each! Another Ghoul shaman will grant you a password if you talk to him, which makes it a worthwhile visit. You should also be sure to talk with Berone Bymon...



Until you enters the Baron's castle from the Sand Maze, he will not help you.



◆ JARKTON

The first Ghoul village you'll find is the home of Barone Jark. You can buy Talmans for 8 Vials and get a password from the Ghoul shaman here.

◆ GURION TOWN

The town of Gurion is your stepping-off point for adventure to the north. Stock up on Talmans for 8 Vials each, and get a password before you leave.

◆ RUSHIFELL VILLAGE

Again, Talmans will cost you 32 Vials, and a password can also be obtained. This is the final village you will visit before the last leg of your quest!

GARGOYLE'S QUEST

COMBAT SCENES

The numbers on the map of the Ghouel Realm correspond to the close-up maps that follow. It is in these side-view scenes that Firebrand will encounter the greatest challenges to his quest to save the Ghouel Realm. Each Combat Scene includes awesome obstacles that you must

climb and fly over and around, as well as terrible enemies which you must defeat. Be sure to stock up on Talismans before you take on any of these areas.

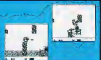


MAP 1 DIMENSION PORTAL

You'll have to conquer this first hazardous area to enter the Ghouel Realm.

GUARDIAN: GHOUL SHARK

The Destroyers have placed this aquatic guardian at the gate to the Ghouel Realm. Although it is big, it's not too tough if you're patient. Use the blocks as clew-balls and wait until the fish surfaces. Get as close as you dare and shoot.



HIGH ROAD OR LOW ROAD?

You'll have a choice of paths at this juncture. Either way will lead you to the same place, although the lower route is a little easier. You might want to brave both to get the Vials.



CAPTURE FLOATING ITEMS

Try to collect as many items as you can get your claws on. Use your wing power (jump and press A again to hover) to catch the items in mid-air, and then head for a safe perch.



MAP 2 FIRE RIVER

The monstrous architecture of this place serves up the challenge, even without enemies.

OLD FAITHFUL

Geysers of flame will periodically roar up through the gaps in the bridge. As soon as they die down, start crossing. Move fast because the bones the bridge is made of will fall into the river of fire once you touch them.



Wait it out on the ledge for the fireworks to die down, then advance quickly.

STICKY SITUATION

Thorns and spikes are the preferred decor in the Ghouel Realm. To cross these, get as close to them as you dare, then jump up and hit the A button again in mid-air to hover.



Get close and leap over the thorns. Don't forget to hover!



MAP 3

BIG TOWER MONSTER

Not only is this tower full of monsters, it actually is a monster!

INNER WORKINGS OF A MONSTER

Don't fear the moving pillars you'll encounter near the middle of the Tower Monster. Use them to your advantage to cross the spikes. Remember, you can cling to almost anything, including the sides of these pillars.



MURDEROUS MUSHROOMS

Shoot these poisonous mushrooms from a distance. After you destroy them, they will shoot deadly spores at you. Be prepared to jump and hover, if necessary, to avoid these projectiles.



THE EVIL EYES OF THE TOWER

At the top of the Monster Tower you'll find its Evil Eyes. Use the moving pillar to your advantage to take out the top two. As for the lower set, the missing block on the right side of the central platform is a safe spot.



GRAB AN EXTRA GARGOYLE

A side trip in the tower could result in a 1-Up. Climb up to the half-way point of the Tower. Jump off the side of the Tower and veer right—do not use any wing power. As soon as you catch the 1-Up, start flapping and make for the left opening.



Take the plunge from this point and make for the 1-Up.

MAP 4

DUST HOLE

This short path is your passage to the northwestern part of the Ghoulish Realm.

TAKE A DUST BATH

Dive into the dust pit and "swim" down and to the right. When you reach the right wall, go up and then out of the dust. You'll then be ready to go to Gorion Village.



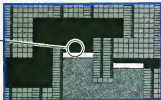
Don't worry about getting lost in the sand. Gargoyles can hold their breath for a long time.



Watch out for the Bone Fish that live in the dust. Zap them with your fiery breath!



Jump out of the sand and continue onward!



GARGOYLE'S QUEST

MAP 5

VALLEY OF FLAME

The terrain makes this valley dangerous. Your flight skills will be challenged!

LOW CLEARANCE

If you rest on the falling platforms under the spikes, make as small a jump as possible when you continue onwards. All the platforms in this level will fall if you touch them.



YOU NEED THE FALCON WING!

Even with the Wing of the Falcon, you'll barely make this jump. Jump up and out as high as you can and when you start to fall, heave and fly across.



FLAME SPOUTS

You can fly right over these flame geysers if you get a high enough jump. Your next stop is Darkoan's Palace!



MAP 6

DARKOAN'S PALACE

You'll find King Darkoan in the depths of his ruined fortress. Wake him with the Candle Of The Poltergeist.

USE BUSTER ON THESE BLOCKS!

The Block Buster will let you break blocks that look like they have bubbles in them.



IRON BALL TRAPS

A trigger on the right wall will release a giant Iron Ball from on high. If you don't avoid the trigger, jump to the left wall to avoid the ball.



THE MALGOR APPROACHETH

On the wind-whipped roof of the castle, the Malgor will shriek to the attack. It can be difficult to move quickly due to the winds, so be careful. Use the Buster for maximum firepower.



WATCH YOUR STEP

Darkoan's Palace has been ruined by the Destroyers and rigged with flame traps. Some of the blocks that make up the floors and walls are trap triggers; you can detect these by a slight bulge in the surface.



Step on a trigger and flames leap from the floor.



Look carefully to spot the trap triggers.

BELLZEMOS WILL BUG YOU

Bellzemos will split into four bug shapes, entities to attack. Although you can destroy them by traps, you can only damage Bellzemos when he's whole.



The clearest bug will become Bellzemos. If it comes too close, you'll have to shoot it.

Right Bellzemos on the top two platforms, as they will attack you from the far left side.



MAP 7

DESERT OF DESTITUTION

Barone Bymon needs his Candle Of Darkness and it's hidden at the bottom of this desert pit.

FREE FALLING FIREBRAND

Study the map to plot your fall down the pit. Use wing power sparingly as there are few safe spots.



THE SCORPION'S STING

Always try to stay on a different level from this monster to avoid its fire. When it tries to follow you, hit it.



MAP 8

PIT OF DARKNESS

Majorita, keeper of the Red Blox, lives in this cave!



GHOUL KNIGHT GOONS

Cling to the wall and breathe fire at the Ghoul Knights when their backs are turned.



CLEAR THE WAY

Each platform at the bottom of the pit is guarded by a flaming enemy. Drop down and defeat the first one from the right side. Hover in mid-air and defeat the second, then cling to the wall and vaporize the third. Once you reach Majorita, you'll have to question her repeatedly before you'll get what you want.



WING IT!

Use your wing power carefully! Drop from the overhang and start flying as close to the ceiling as possible. Be careful on the falling platforms or you might drop into the flames!



FLAMING FOES

Again your path will be contested by enemies on every platform. If you cling to the lower side of the block, you can wait for an opening, then fly up, lower and attack!



MAP 9

RIVER OF FIRE

Cross this broken bridge to reach the south eastern part of the Ghoul Realm.



GARGOYLE'S QUEST

MAP 10

THE ROAD TO RUSHIFELL

The six skulls east of Rushifell's village lead to passages like this one. Only the eastern most one leads to Rushifell.

CLAW THROUGH THE PLANT PIT

Three flying plants inhabit this passage. Advance slowly so you only have to face one at a time. It's best to get right across from them and fire on them as they approach.



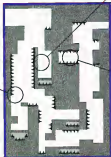
Never next to the spikes and breath for with the Claw selected.

Grab the little cloud that will protect you from the spikes.



YOU GOTTA HAVE HEARTS

When you get close to this heart, a flying plant will attack. Fly up and away until you get a straight shot at the plant. Once the plant is killed, go back and get the heart.



PUMP UP

If you're wounded, go for the heart here. Jump for the gap and activate your wing power when you're lined up.



Jump from the wall towards the gap.

Activate wing power, collect the heart, then head back right.



MAP 11

RUSHIFELL'S KEEP

Rushifell has challenged you to catch him in this labyrinth. It's your toughest challenge yet!

GORRILARS GUARD A HEART

There's a heart in this drift-out to reach room. You'll have to beat a pair of Gorillars to capture it, though.



RUSHIFELL'S KEEP IS FALLING DOWN

When the roof starts collapsing, keep moving. If you don't hasten, you'll make it unscathed.



You're almost to the end, don't lose it here!

DRILLER KILLERS

Devious drills come out of the spikes in this vertical corridor. Use the Claw to create safe spots in the spikes. Watch the timing of the drills and continue when you can.



RUSHIFELL AND THE SECRET OF RED BLAZE

When you catch Rushifell, you'll have to fight him. Avoid him by using the Mask in his hit. Once you've defeated him, he'll give you the Eternal Candle, but you have one more job to do—Respect Red Blaze. (Sigh)





COSMO TANK™

**Defend The
Space Colonies**

Five planetary colonies are under attack by alien forces. It's up to you to pilot the Tiger space tank through three types of alien blasting action, destroy the Life Caps and free the colonies.



TM & © 1990 Atlus Ltd. Atsuka Technologies Inc.

BOMB AND BLAST YOUR WAY TO VICTORY

Defeat the alien forces on each world and you'll earn items that will add to your strength. Power Capsules increase the strength of the Tiger Tank's laser beam. Bombs give you the explosive power needed to break down barricades and defeat large groups of enemies with a single blast.



Bombs are effective against massive alien forces. You can carry as many as 10 at once.



The Tiger is equipped at the beginning with a single short Laser.



Collect 10 Power Capsules and the Laser will double in strength.



You can add to the power of the Laser with more Capsules. When you continue, though, the power will decrease.

PICK UP SPECIAL ITEMS AND POWER-UP THE TIGER

Since the action is shown at two angles, the items look different at the 2-D and 3-D views. But, they still have the same powers.

| SPECIAL ITEMS | | | |
|---------------|----------------------------------|-----|----------------------------------|
| | LIFE | | BOMB |
| 2-D | Replace a single unit of energy. | 3-D | Collect one Bomb with each item. |
| | SUPER LIFE | | POWER |
| 2-D | Refill the tank's energy. | 3-D | Collect 10 for a Laser upgrade. |
| | | | |

NAME YOUR GAME

QUEST MODE

Take all for a planet saving mission and defeat Alien Life Caps in underground tunnels.



TRAINING MODE

You can practice your alien annihilating techniques in a closed arena before you begin your mission. Once your training is complete, you'll earn a ranking based on your performance.



VS. MODE

Challenge a friend to a Game Link race to see who can beat the alien leader first.



THE QUEST BEGINS ON THE PLANET DESA!

You'll touch down on Desa at the beginning of your journey with an overhead (2-D) view. When you enter the tunnels where the alien forces are hidden, the view will switch to first-person perspective (3-D). Destroy the Life Caps and you'll take off in a fast-action shooting sequence for the planet of your choice.



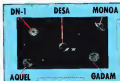
The game begins with an overhead view of the planet's surface.



The view switches to first-person perspective in the tunnels.



When you defeat the Life Caps, you'll take off for a short shooting scene.



COSMO TANK

DESA

There are two tunnels on the sand planet, Desa. Blast the surface faces to build your tank's Laser Beams, then search the tunnels for the Life Core.



You'll receive your mission orders at the beginning of the game.

THE ALIENS ATTACK



Low-level alien attack in an unorganized mob.



This spider-like creature always leaves behind a Power Up.



Some aliens link together and attack in chain-like fashion.

This entrance leads to the first tunnel of Desa.

MESSAGE



You'll learn here that you must use a bomb to break the hurricane to the north.

ENERGY STATION

Between a bomb and the hurricane will give way for a few seconds.

ENERGY STATION

Pull in here to restore all energy to your shields.



START

DESA
FIELD 1

ENERGY SHUT-DOWN

By destroying the Energy Core, you'll make the Life Core weaker and more easy to defeat.



ENERGY CORE

MINES

Watch out! The Mines appear and disappear. Make sure that you know their locations and avoid those spaces when they are off the screen.

ENERGY STATION

START

DESA
FIELD 2

MESSAGE

You'll learn here that by detecting the Life Core, you'll gain access to the Item Zone.

DESA
TUNNEL 2

Desa you're pulled the plug on the Life Core, you'll be able to grab a ton of Power-Ups here.

Blast the Control Tower and you'll be able to see a map of the tunnel.

LIFE CORE

You'll only lose energy if the Life Core hits your tank head-on. Fire your Laser, then pivot to miss the shots.





DESA
FIELD
3

LAUNCHING
PAD

From
Desa Tunnel 2

START

MESSAGE

At this outpost, you'll learn where attachments for the Tiger are stored. Fly to Monoa to pick up the Hover Unit. Agree to get the Pulse Unit and Golem for the Shield Unit.



BLAST OFF!

Once you've chosen your next destination, the Tiger tank turns into an airship and takes off for a quick-scrolling space battle. If you're fast on the fire button, you'll earn a lot of valuable items by blasting alien ships before you touch down.



Soar through space to the next colony.

MONOA



MONOA
FIELD
1

Blast through the wall with a bomb.

HOVER UNIT

The Hover Unit allows you to fly over waterlike surfaces. It will be very useful when you get to the marshes of Agel.



ENERGY STATION

MONOA
FIELD
2



ENERGY STATION

ITEM ZONE

MONOA
TUNNEL
3

LIFE CORE

This huge centipede-like creature leaps from the ground and hits you with a surprise attack. Fire away, then turn to avoid its shots.



ENERGY STATION



MONOA
FIELD
3

ENERGY CORE

MONOA
TUNNEL
2

CONTROL TOWER

ENERGY CORE

ENERGY CORE

MONOA
TUNNEL
1

COSMO TANK

AQUEL

**AQUEL
FIELD
1**

ENERGY STATION

PULSE UNIT

A huge insect with homing-ray claws guards the Pulse Unit. Blast it to earn this powerful item.



MESSAGE

You'll learn here that no alien has taken over the Pulse Unit Factory.

MESSAGE

The citizens of Aquel need your help!



MESSAGE

You can't cross the water without the Hover Unit.

START ENERGY STATION

LAUNCHING PAD



**AQUEL
FIELD
2**

BOMBS AWAY

Destroy the Life Core by shooting its thrusters, then destroy the main part of the core.



CONTROL TOWER ENERGY CORES



**AQUEL
TUNNEL
2**

**ITEM ZONE
ENERGY CORE**

**AQUEL
TUNNEL
1**

CONTROL TOWER

LIFE CORE

The rocket-powered Life Core raps in and out of the picture. Blast it!



GADAM

**GADAM
FIELD
1**

ENERGY STATION

Like several other Energy Stations, this one has been invaded by aliens. Defeat them and Power-Up.

MESSAGE

Defeat the guardians in front of the Life Core Chamber to enter.

SHIELD UNIT

You'll need this device to pass through crucial areas.

DAMAGE ZONE

If you don't turn the Shield Unit when you cross these lines, you'll be fried immediately.



START

ENERGY STATION

TRAPS!

If you steer into these holes, you'll spin out of control and the trap will go down.

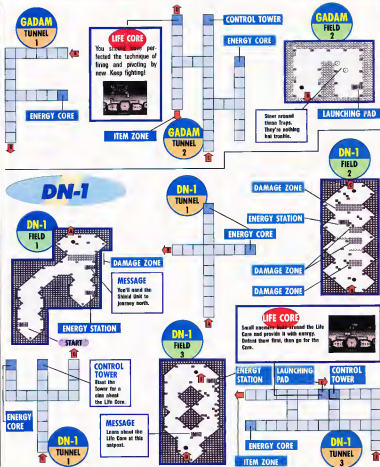


MESSAGE

Learn about the Damage Zones and Traps at this output.

DAMAGE ZONE

ENERGY STATION



COSMO TANK

ANOTHER PLANET!

When you have destroyed the Life Cores of Desa, Mama, Aguel, Gadem and DN-1, you'll be allowed access to the alien base, Gidoro where the Life Cores have been restored.



JOURNEY TO GIDORO

Huge aliens guard the path to Gidoro. Hit them with your Lasers and continue your flight to this mysterious planet.



GIDORO



START

GIDORO FIELD 1

ENERGY STATION



GIDORO TUNNEL 1

LIFE CORE

Defeat the Life Core and you'll gain access to Tetraceo C.

THE LIFE CORES RETURN

The Life Cores from the previous planets have been revived in Gidoro. Hunt them and beat them.



GIDORO TUNNEL 2



LIFE CORE

Avoid contact with the Mines. They're super explosive.

GIDORO FIELD 2



GIDORO TUNNEL 4

CONTROL TOWER

CLUE

Get a fix on the alien leader by taking down the Control Tower.

ENERGY CORE



GIDORO FIELD 3

ENERGY STATION

GIDORO TUNNEL 3

LIFE CORE

LIFE CORE

THE ALIEN LEADER AT LAST! FIGHT FOR THE FREEDOM OF THE COLONIES!





FORTIFIED ZONE™

**The Challenge of
a Career for Expert
Commandos!**

Have you ever wanted to be an expert commando, with the training and ability to penetrate any defenses? Or a silent agent, with the mission of destroying an enemy base? In *One Player* or *Two Player* Game Link mode, your mission is to enter the Fortified Zone!



TM & © 1991 JALECO

SECRET AGENT TEAM

In the dark of night, two black gliders float gently to the earth. One is flown by a man, the other by a woman. Both are highly trained spies

beginning a dangerous mission—to infiltrate an enemy stronghold, and take it out!

MR. MASATO KANZAKI

Masato's years in the army have toughened him into an expert commando. He cannot jump, but his great strength and weapons expertise make him capable of facing off against tough enemies. Masato is the agent that can use weapons found along the way.



Only Masato can use the Machine Gun, Flamethrower, and 3-Way Gun that the team will run across.

MISS MIZUKI MAKIMURA

Also a highly trained soldier, Mizuki stands alongside Masato as an expert in her chosen field. She isn't as strong as Masato and can't use the special weapons, but she is extremely quick and agile, which makes her able to leap over obstacles to safety.



Mizuki jumps safely over dangers like poisonous marshes and spilled flame to retrieve useful items.

HELPFUL WEAPONRY

Masato and Mizuki can find helpful weapons as well as other rewards for their efforts and bravery.

POWER-UP



Power-Up is Masato's strength of the agent's battery. Masato's strength is 100. When it reaches 100, Masato's strength is 100.

RANGE BOOST



Range Boost is the agent's range. Range Boost is 10. When it reaches 10, the agent's range is 10.

MACHINE GUN



Machine Gun is the agent's machine gun. Machine Gun is 10. When it reaches 10, the agent's machine gun is 10.

3-WAY GUN



3-Way Gun is the agent's 3-Way Gun. 3-Way Gun is 10. When it reaches 10, the agent's 3-Way Gun is 10.

FLAME-THROWER



Flame-Thrower is the agent's flame-thrower. Flame-Thrower is 10. When it reaches 10, the agent's flame-thrower is 10.

GRENADE



Grenade is the agent's grenade. Grenade is 10. When it reaches 10, the agent's grenade is 10.

HELPFUL ITEMS

Along the way, you can find helpful items. These items can be used to help you in your mission. They can be found in every room, and they can be used to help you in your mission. They can be found in every room, and they can be used to help you in your mission.



FIRST-AID KIT

First-Aid Kit is the agent's first aid kit. First-Aid Kit is 10. When it reaches 10, the agent's first aid kit is 10.



LIFE-UP

Life-Up is the agent's life up. Life-Up is 10. When it reaches 10, the agent's life up is 10.



KEY

Key is the agent's key. Key is 10. When it reaches 10, the agent's key is 10.



BOMBS

Bombs is the agent's bombs. Bombs is 10. When it reaches 10, the agent's bombs is 10.

FORTIFIED ZONE

STAGE 1

Move wisely through the outskirts of the enemy's fortified zone. Pick up everything, especially valuable First-Aid Kits. The quickest route to the Field Guardian is from the upper left corner, where you pick up a Key, through the door on the right and into the middle section of the map.

1 GUN PLATFORM!!

To defeat this giant platform of cannons, fire continuously at it while dodging the barrage of bullets. Destroying the platform rewards the team with a Key!



2 AUTO-JEEP!

To send this automated jeep out for repairs, stand between the shots of its 3-Way Gun and fire rapidly at its engine. The engine will soon drop out, leaving another Key.



CANNON INSTALLATION

The Field Guardian is an installation of three large, very dangerous, heavy duty cannons.



The cannons can't shoot everywhere. Well timed agents will quickly find some safe spots.



Stand in these safe spots and fire into the base of the cannons to safely take them out.

STAGE 2

The Jungle looks and feels much the same as the Field. The enemies are tougher here though, and they move more quickly. For a fast route through the Jungle, head up and left for a Key. Then come back to START and move up and into the upper right area.

1 SPIKE-DRONES

These automated annoyances are no match for our clever spies. Watch these mindless drones' pattern and move from safe spot to safe spot to painlessly pass this area.



2 FLOOR SPIKES

These potentially painful obstacles are easily crossed by an alert agent. Wait for the spikes to drop back into the floor, then speedily run across before they pop up again.



SUPERTANK

The Jungle is protected by a giant tank that is armed with one very bombardous main cannon and two 3-Way Guns.



Start by shooting defensively at the main cannon, dodging as the tank tries to get within range.

Once the main gun is gone, stand at the sides of the tank to shoot out the two smaller 3-Way Guns.



STAGE 3

CAVE

FLOOR 1

The Cave offers new hazards as the team closes in on the fortress. For a quick route through this confusing area, head west, then north to Stair A and the 2nd floor. Once on Floor 1 again at Stair B, work west to Stair C. After returning to Floor 1 via Stair D, head north to face a must-avoid cave divider.

CAVE DRAGON

The exit of the Cave is guarded by a huge fiery dragon, and he doesn't like trespassers! The big guy breathes a nifty three-way jet of flame, and his only weak spot is his head. Aim for his brain while nimbly dodging the flame!



An old Firestarter moves towards you, obliterating his head with bullets.



When he gets close, dodge the flames, then move off to one side and continue combating his fire with a firepower assault of your own!

1 DARKNESS...

It's dark in this area, and the agents have forgotten their flashlights. To turn on the lights for better cave visibility, locate the control panel on one wall, walk over to it, and shoot it until the lights come back on.



2 DEAD END??

What's this? There's no other door out of this room, and the far wall is moving towards our team. Try using a little commando marksmanship and shoot rapidly at the approaching wall. It will disappear to reveal the second door.



FLOOR 2

Wander carefully in dark rooms here on the second floor. Unsuspecting agents can tumble down pits back to the first floor if they're not careful. After arriving on the second floor at Stair A, head southeast, then north to Stair B. Then, after reaching Stair C, work south, then northwest to Stair D.

3 MECH MAYHEM!

This cute little mechanical monster creates problems in getting around. It reverses your motion. For example, if Minko heads north, she will actually move south! Destroy it to return things to normal.



4 MOVING FLOORS

Here's a challenge requiring an agile agent. The floor moves underfoot, poisonous marshes grow all over, and the door is locked! To unlock the door, nimbly maneuver over to the control panel on the left wall and shoot it to open the door.



FORTIFIED ZONE

STAGE

4

FORTRESS

FLOOR 1

The Fortress meanders and twists all over the place with tougher enemies every step of the way. The "quick" route is really intricate. Start by going northeast to Stair A, then head south from Stair B to Stair C for a short trip upstairs. From Stair C, keep following the letters to reach the final goal!

1 ROBOT MISSILEER

This well-armed automaton can do some heavy damage to a reckless spy with its barrage of missiles. To defeat it safely, try standing by its side in one of the upper corners, and fire as rapidly as your gun will allow.



2 MORE MECH MAYHEM!

Here's another one of those mechanical monsters that likes to reverse your sense of direction. It sits at the far end of this narrow path, in its own smug droid fashion, and watches your disoriented movements.



FORTRESS WARLORD!

To successfully complete their mission, our heroes must prevail against a mighty mechanical supertank!



Start by attacking its "gun-arms," then take every other gun out, one at a time.



Once all of its guns are destroyed, attack the glowing orb in the center to finish it off!

FLOOR 2

The quick route for Floor Two begins at Stair A. Head east to Stair B. From Stair C, go south, get the Key, and return to C. From Stair D, work northwest to the ominous black pit marked "E". Leap in! From Stair F, head northwest to fight the War-Dozer, then go back down Stair F for the final challenge.

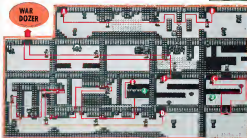
3 KEY GRAB

These rooms are a short side trip off the main path, but be sure to check them out anyway!—this missile-toting mech also carries a Key, which Measata and Mizuki will need to reach the final defender of the enemy fortress.



4 LEAP OF FAITH?

Whoops! This path just dead-ended at an ominous black pit. Where does our team go from here? Well, it's not a dead end—flex your knees and jump into the black depths of the pit to reach the next part of the fortress.



WAR-DOZER

The second level is well guarded by a mechanical behemoth that is solely intent on slicing you.



To pass this mechanized automaton, first shoot away each arm while dodging its bullets.



Now stand at its side, shooting the War-Dozer's midsection. Finally, stand in front, blasting it mid-center to finish it off!



DISNEY'S DUCK TALES™

**Scrooge McDuck
in World Hopping
Adventure™**

Travel the globe with Scrooge McDuck in search of the world's most valuable treasures. From the Amazon jungle to the far reaches of the Himalayas, you'll discover action and fun in Disney's Duck Tales!



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SCROOGE GOES POGO!

Bouncing is the name of the game in Duck Tales. Scrooge's super pogo stick enables him to hop high and hop often during his quest. His bounce bops enemies, breaks blocks, and vaults him over perilous pitfalls. The pogo does it all!



TREASURES AND TREATS!

Besides the fabulously valuable artifacts Scrooge is in search of, he can pick up "pocket change" along the way. These items will pad his money bin and his chances of success in his quest.

| | |
|--|--|
| | LARGE DIAMONDS Large diamonds are worth \$10,000. |
| | SMALL DIAMONDS Small diamonds are valued at \$2,000. |
| | ROPE DIAMOND It adds a cool million to your bank roll. |
| | MAGIC COIN Magic Coins grant Scrooge invulnerability. |
| | ICE CREAM CONE Ice Cream restores one unit of health. |
| | CAKE Cake replenishes your health. |
| | SCROOGE DOLL These items give you another life. |

AMAZON

1 HOP TO IT, UNCA SCROOGE!

Use the pogo to cross thorns and make long jumps over wide gaps. For smaller hurdles, use the regular jump.



2 HIDDEN TREASURE HORDE

Scrooge will find some valuable treasures in secret rooms. To reach these, he'll have to climb over walls and walk along the top of the screen.



If you reach a dead-end, try going over the wall.

3 MCDUCK IS A DUFFER

Scrooge's pogo doubles as a powerful golf club which he can use to drive blocks. This can be useful to find concealed items and to attack!

Swing against a treasure chest to reveal its contents.



Drive a block into a foe to clear your path. Force!

4 TREASURE IT

Any treasure is good treasure! Don't skip a single secret room!

5 PIECE OF CAKE

Leap from the vine and pogo off of an enemy to reach the Cake on this ledge.



DISNEY'S DUCK TALES

6 HITCH A RIDE



When Launchpad brings the 'copter in close, jump for the rope.



After you cross the gap, leap from black to black using page jumps.

7 CHEAP CONSTRUCTION

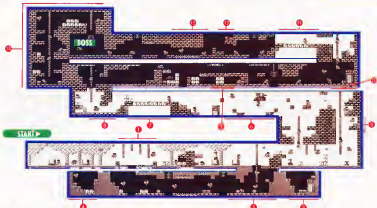
Dash across this bridge fast—it will collapse beneath your feet!

9 BURIED TREASURE

Break down the walls with the pick and golf swing to reach the 1-Up!

8 WANT A LIFT TO DUCKBURG?

If you accept Launchpad's offer to take you back to Duckburg, you'll return to the Level Select Screen. You can choose the Amazon again or select a different location.



10 PAY UP, DUCK!

The statue demands a \$300,000 payment before it will let Scrooge continue upwards. Unlike the NES version, you can't page off an enemy to reach the vine. You must pay!



15 PLAY BALL!

It looks like some giant lost his marble! Wait for it to fall and roll into the passage, then follow it!



16 SUPER SHORTCUT

To get rich quick, hop up and over the wall from the platform. Then go to the Incan King!

THE INCAN KING

Start hopping as soon as you meet the Incan King. It's easier to avoid him, plus your goal is to page on his head.



11 SHODDY WORKMANSHIP

This bridge also collapses under Scrooge.

12 HINT FROM NEPHEW HUEY

Huey's hint is pretty lame, even for a duck!

T RANSYLVANIA



WARP MIRRORS

The Warp Mirrors link various points in Magica DeSpell's mansion. These mirrors can be convenient or confusing, so follow the map and chart carefully.



WARP CHART

| FROM | TO |
|------|----|
| A | B |
| C | D |
| E | F |
| G | H |

1 HELPFUL HINT FROM HUEY

Nephew Huey's been kidnapped but he isn't difficult to rescue. He'll inform Scrooge about the illusory wall in the mansion.



2 THE CEILING IS FALLING

More bargain buildings! You'd think a penny pincher like Scrooge built this mansion!



4 MAKE HEADWAY



Watch for low clearance when you're riding the Coal Cart!

5 AVOID APPARITIONS



Take it slow to avoid the Ghosts when they swoop down on you.

3 AN ESSENTIAL SECRET ROOM

Don't pass up this secret room, even though it is off the path to Magica. It contains an item that will give you an extra unit for your health meter.



This section of the wall looks solid ...



...but you can walk right through it!

6 FREE FALLIN' FREEBIES

As you fall through this area, press Right or Left on the Control Pad to reach the side ledges.



MAGICA DeSPELL

Magica flies about her hair just in page range. Watch for her spells when she's in duck form and page her four times to win!



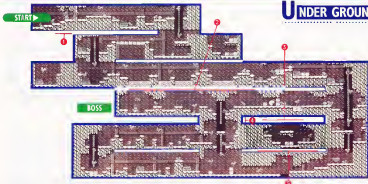
HELMET HORDES

Watch each set of armor to find out if treasure is concealed inside its helmet!



DISNEY'S DUCK TALES

UNDERGROUND



1 BRING ON THE BEAGLE BOYS

The deer to the African Mines is locked and the key is in Transylvania. After you talk to Launch, go back to Transylvania, even if you've finished it.



You won't have to explore the whole thing.



Go into the first Wary Miner to find the key quickly!

2 THE DUCK LAGOON

To make it across this underground lake, you'll have to pogo on the heads of the Creatures From The Duck Lagoon. Timing is critical!



Stand on the edge to draw the Duck Creatures out, then jump!

3 IT'S THE PITS

The trick in this corridor is to get the ball into the pit so you can jump over it.



4 HEALTH FOOD

Mrs. Beakley is here to help. Grab her Ice Cream Cones to gain stamina!



5 IT'S A CAKE WALK

The wall behind Mrs. Beakley is an illusion. Go through to get a 1-Up and some Cake!



KING TERRA-FERMIE

Jump to avoid the Terra-Fermie when he rolls into a ball. Pogo on his head when he's in Fermie form!



THAT'S NOT ALL, FOLKS! THERE'RE LEVELS OF FUN TO COME!

From the forbidding cold of the Himalayas to the challenges of the Moon, Scrooge won't rest until he has all five of the world's greatest treasures. No one can say this duck didn't earn his fortune!



The pogo won't go on the scene!

Fight snowballs with pogo jumps when you reach the Abominable Snowman.



In the UFO, use the Remote Control to call Gizmo Back. He'll crack down the wall with his robotic strength.



THE FINAL FANTASY LEGEND™

Solve The Mysteries Of A Tall Tower

You've been challenged to climb to the top of a dark tower that is riddled with mysterious bad monsters. Gather a group of fighters and journey through many world-sized floors.



© 1990 Square Soft

Paradise In The Sky

It has been said that the tower in the center of the World is connected to Paradise. Many have challenged the secrets of the tower, but none have come back to tell their tales. In the tradition of Final Fantasy for the NES, you play the role of a warrior who recruits three other brave fighters and sets out for a great adventure. The emphasis is on gathering clues and gaining experience which makes this adventure the first of its kind for Game Boy. Challenge the four Worlds of the tower and discover the secrets behind its four magic Spheres.

SAVE YOUR GAME OFTEN

Since there are many challenging monsters that populate the worlds of the tower, and since your adventurers have a limited number of lives, you should save your game often. If you make a mistake and take a wrong turn, you can go back to your previous position.



Form A Party Of Fighters

Your first order of business will be to recruit a party of adventurers. Every character has his or her own strengths and weaknesses as shown in the table below. The first column is comprised of Humans and Mutants that you can choose as your initial character or as a member of the party.

However, if one of these is recruited from the Guild, their HP will be 20 less than shown here. The second column shows Monsters that can only be your initial character and the third is comprised of Monsters that can only be members of the party.

Humans And Mutants

MALE HUMAN



| | | | |
|---------|----|----------|---|
| HP | 60 | Strength | 8 |
| Defense | 1 | Agility | 4 |
| | | Magic | 0 |

FEMALE HUMAN



| | | | |
|---------|----|----------|---|
| HP | 60 | Strength | 4 |
| Defense | 1 | Agility | 6 |
| | | Magic | 0 |

MALE MUTANT



| | | | |
|---------|----|----------|---|
| HP | 40 | Strength | 8 |
| Defense | 0 | Agility | 4 |
| | | Magic | 6 |

FEMALE MUTANT



| | | | |
|---------|----|----------|---|
| HP | 40 | Strength | 4 |
| Defense | 0 | Agility | 6 |
| | | Magic | 6 |

MONSTERS

CLIPPER



| | | | |
|---------|----|----------|---|
| HP | 20 | Strength | 4 |
| Defense | 9 | Agility | 7 |
| | | Magic | 8 |

REDBULL



| | | | |
|---------|----|----------|---|
| HP | 60 | Strength | 8 |
| Defense | 7 | Agility | 5 |
| | | Magic | 4 |

WERERAT



| | | | |
|---------|----|----------|---|
| HP | 40 | Strength | 6 |
| Defense | 4 | Agility | 5 |
| | | Magic | 7 |

ZOMBIE



| | | | |
|---------|----|----------|---|
| HP | 60 | Strength | 9 |
| Defense | 4 | Agility | 3 |
| | | Magic | 6 |

MONSTERS

LIZARD



| | | | |
|---------|----|----------|---|
| HP | 40 | Strength | 5 |
| Defense | 7 | Agility | 4 |
| | | Magic | 2 |

SKELETON



| | | | |
|---------|----|----------|---|
| HP | 20 | Strength | 5 |
| Defense | 2 | Agility | 4 |
| | | Magic | 7 |

ALBATROSS



| | | | |
|---------|----|----------|---|
| HP | 20 | Strength | 6 |
| Defense | 3 | Agility | 9 |
| | | Magic | 4 |

GOBLIN



| | | | |
|---------|----|----------|---|
| HP | 20 | Strength | 9 |
| Defense | 6 | Agility | 4 |
| | | Magic | 3 |

WORLD ONE

THE TOWER BASE

FIRST FLOOR

Solve the Mystery of the Statue

The statue in the Town of Hero once wore a suit of armor, a sword and a shield. Now those items are in the hands of three kings. Retrieve the treasures of the statue and you will earn a magic Sphere which will give you access to the tower entrance. Follow the itinerary below and begin your journey to the top.

WORLD ONE ITINERARY

1. Base Town



2. Town of Hero



3. Castle of Shield



4. Castle of Armor



5. South Village



6. Bandit's Lair



7. Castle of Armor



8. Castle of Sword



9. Castle of Shield



10. Town of Hero



11. The Tower

THE TOWER BASE



SPECIAL TIPS FOR YOUR TRIP

1 Base Town

Go to the Adventurer's Guild first and recruit a party of warriors. Then talk to the townspeople and gather clues about the tower. You'll learn from a visitor at the Inn that an evil creature known as Gen-Bu locked the tower entrance years ago and hid the Sphere which opens the door. If you find the Sphere, you'll be able to enter the tower.

2 Town Of Hero

When the statue of Hero donned it's armor, sword and shield, explorers were able to enter the tower freely. Now that those items are in the hands of the three Kings of the Base World, there is no access to the Sphere which serves as the key to the tower. If you retrieve the statue's treasures, you will earn the Sphere.

5 South Village

A girl in the village was to be married to the King of the Castle of Armor. Bandit, in the cave to the west, though, has threatened to destroy the village unless the girl marries him. Defeat Bandit and the King will reward you with the armor that belongs to the Statue of Hero.

10 Town Of Hero

Once you have the armor, shield and sword, return them to the Statue of Hero and you'll be rewarded with the Sphere. Be prepared for a battle, though, as Gen-Bu will appear and attempt to stop you from entering the tower. He's very tough and very determined that you will not make it to the tower entrance with the Sphere.





Explore The Seas And Seek Out The Elements Of The Blue Sphere

By combining two magic Orbs, you'll be able to create the Blue Sphere, which serves as the key to the upper floors of the tower. The villain Sei-Ryu has one of the Orbs in his Sea Palace and the other is hidden on an island to the east.

WORLD TWO ITINERARY

1. Port Town

2. Island Caves

3. Floating Island

4. East Island Village

5. South Island

6. Palm Tree Island

7. Whirlpool

8. The Town At The Bottom Of The Sea

9. Sea Palace

10. South Island

11. Tower

THE OCEAN



THE BOTTOM OF THE SEA



UNDERWATER CAVES



CAVE AT THE BOTTOM OF THE SEA



SPECIAL TIPS FOR YOUR TRIP

3 Floating Island

Explore the islands that are connected by caves and you'll find a very small island on which you can float across the Ocean. Use it to explore the islands in the east and you'll learn about the Airseed which is in a palm tree to the south. Stand next to the tree and search for the Airseed.

7 Whirlpool

Dive to the Bottom of the Sea with the Airseed in the Whirlpool. Then, in the Sea Palace, examine where two rows of Orbs intersect and search in that same space in a room full of Orbs. You'll find the Red Orb and Sei-Ryu.



10 South Island

The old man on the South Island will give you a riddle. You'll be able to answer his riddle by purchasing either a Battlesword, a Needle or a Rask (depending on the riddle) and by having your lead character take it to him. He'll reward you with the Blue Orb.

SEA PALACE



WORLD THREE

THE SKY

TENTH FLOOR

Search For A Castle In The Sky And The White Sphere

The evil Byak-Ko also seeks the White Sphere which will unlock the door to the next floor of the tower. You'll find him in a Floating Castle. Uncover the secrets of the Sky World and battle Byak-Ko for the White Sphere.

THE SKY ITINERARY

1. Sky Town



2. Floating Castle



3. Hidden Town



4. Resistance Base



5. Floating Castle



6. Jail



7. Floating Castle



8. Tower

7 Floating Castle



Fly to the top of the Floating Castle and retrieve the White Key. Then meet Byak-Ko for a final battle.

THE SKY



THE JAIL



SPECIAL TIPS FOR YOUR TRIP

1 Sky Town

You'll learn here that most of those who resisted Byak-Ko have been defeated and that he has gone to his exclusive Floating Castle. You'll also learn that there is a Hidden Town in the northeast. Get the Glider from a character named Sing in the Pub and fly to other areas of the Sky World.

3 Hidden Town

Fly to the invisible town in the Sky and the Resistance Base for clues. The twin daughters of the former Sky World leader will, together, be able to let you in on the location of the White Sphere.

6 Jail

When Byak-Ko sends you to Jail, search for the Revenge Sword and another Glider.



FLOATING CASTLE

DECK 2



DECK 1

WORLD FOUR

THE RUINS

SIXTEENTH FLOOR

Explore The Ruins And Erase Su-Zaku

Su-Zaku has the Red Sphere, which will unlock the door to the final floors of the tower. You'll need the Erase 99 in order to do away with him. Avoid him first by travelling through underground tunnels to the Southwest Town. Then take the Bike to the Library to learn about the hidden town, Akiba. In Akiba, you'll find the RQM. Then travel to the Northeast Town to collect the Board and return to the Southwest Town to talk to So-Chi. He will lead you through a Secret Tunnel where you'll find Plutonium, the final ingredient in Erase 99.

RUINS ITINERARY

1. Underground Tunnels



2. Southwest Town



3. Library



4. Akiba



5. Northeast Town



6. Southwest Town



7. Secret Tunnel

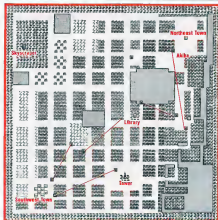


8. Southwest Tunnel



9. Skyscraper

THE RUINS



SPECIAL TIPS FOR YOUR TRIP

9 Skyscraper

Su-Zaku waits for you in the subway of this maze-like building. Be prepared for his fiery attack and use Erase 99 to destroy his force field. This will leave him vulnerable to an attack of your own. When you are victorious, you'll earn the valuable Red Sphere.



Several Floors Remain

Your battle isn't over yet! Continue upward and fight an army of incredible foes, including the return of the four floor leaders. Remember to save your game often and go back to your previously saved position if you run into trouble. You'll need a lot of perseverance to get to the top and uncover the secrets of the tower.

Eighteenth Floor



Nineteenth Floor



Twentieth Floor



Twenty-First Floor



MONSTER MUTATION

Eat The Meat Of Enemies For Surprising Results

After some battles, you have the option of letting one of your party members eat the meat of a creature that you defeated. The meat has no effect on humans or mutants but it will turn monsters in your party into different kinds of monsters. Monster Mutation is particularly useful if your monster can turn into a stronger creature or if it is poisoned or hurt in some way. A transformation will make it so that your monster becomes a completely new creature with full energy and a new set of offensive maneuvers. Study the Transformation Table below and you'll understand exactly what type of mutation your monsters will undergo based on the kind of meat that they eat. They are broken up into the several different types of monsters that have the same characteristics.

TRANSFORMATION TABLE

| | A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | P | T | X | U | E | M | Q | D | B | N | C | R | | | F | Y | V | J | K | L | I | A | G | | |
| B | | | O | A | K | | B | N | Y | X | U | Q | P | M | I | Y | D | P | F | L | R | J | O | C | E |
| C | X | J | | | | P | Y | O | F | D | A | I | R | G | O | B | K | C | E | M | Q | H | U | N | |
| D | E | K | | | | P | Y | O | F | D | A | I | R | G | O | B | K | C | E | M | Q | H | U | N | |
| E | K | | B | | | | A | R | G | J | O | N | Y | T | D | C | P | I | M | X | Q | S | F | U | |
| F | E | K | | B | | | | A | R | G | J | O | N | Y | T | D | C | P | I | M | X | Q | S | F | U |
| G | M | F | I | G | D | B | | L | E | R | X | T | U | J | N | O | | | A | P | C | V | Y | K | |
| H | E | K | | B | | | | A | R | G | J | O | N | Y | T | D | C | P | I | M | X | Q | S | F | U |
| I | F | I | N | E | R | Y | X | S | | K | B | A | J | M | U | P | D | H | | | L | Q | G | T | |
| J | P | Y | B | F | A | D | V | J | | M | O | X | | U | R | T | Q | | G | O | I | N | E | L | K |
| K | K | U | E | R | B | D | P | C | T | N | | Q | Y | | F | A | J | M | H | G | | I | O | X | |
| L | M | O | A | F | N | R | U | M | | X | O | E | K | P | I | | B | G | | Y | J | H | T | C | |
| M | M | F | I | G | D | B | | L | E | R | X | T | U | J | N | O | | | A | P | C | V | Y | K | |
| N | P | Y | B | F | A | D | V | J | | M | O | X | | U | R | T | Q | | G | O | I | N | E | L | K |
| O | | | P | T | X | U | E | M | Q | D | B | N | C | R | | F | Y | V | J | K | L | I | A | G | |
| P | | | P | T | X | U | E | M | Q | D | B | N | C | R | | F | Y | V | J | K | L | I | A | G | |
| Q | D | O | A | F | N | R | U | M | | X | O | E | K | P | I | | B | G | | Y | J | H | T | C | |
| R | M | F | I | G | D | B | | L | E | R | X | T | U | J | N | O | | | A | P | C | V | Y | K | |
| S | C | M | D | L | S | Q | K | | P | Y | V | A | O | F | | T | R | J | | X | E | | U | I | H |
| T | F | I | N | E | R | Y | X | S | | K | B | A | J | M | U | P | D | H | | | L | Q | G | T | |
| U | K | U | E | R | B | D | P | C | T | N | | Q | Y | | F | A | J | M | H | G | | I | O | X | |
| V | U | | Q | A | G | J | R | S | B | E | Y | V | K | P | C | X | I | N | O | F | D | | | M | |
| W | U | | Q | A | G | J | R | S | B | E | Y | V | K | P | C | X | I | N | O | F | D | | | M | |
| X | U | | Q | A | G | J | R | S | B | E | Y | V | K | P | C | X | I | N | O | F | D | | | M | |
| Y | P | Y | B | F | A | D | V | J | | M | O | X | | U | R | T | Q | | G | O | I | N | E | L | K |

MONSTER
ENEMY

KEY TO TRANSFORMATION TYPES

Flying Insects

A Hornet
Mosquito
Globe Mantis
Fly
Dragonfly

Worms

F Crawler
Lava Worm
Sand Worm
Giga Worm
Worm
P-Worm

Amphibians

K Groke
Gnosser
Salamander
Basilisk
Loard
P-Frog

Crawling Insects

P Ant
Lion
Aton
Aul
Scorpion
Scorpion
Gloper
Beetle

Behearts

U Behemoth
Baku
Ganosa
Red Bull
Tronies

Fish

B Shark
Quailfish
Electric Eel
Leviathan
Bermudeo
Piranha

Ghosts

G Banabaku
Wraith
Speaker
Ghost
O-Bake
Phantom

Plants

L Garlic
Thorn
P-Flower
Darkrose
Cactus
P-Flower

Crustaceans

Q Amokeb
Axonada
Scud
Kakoon
Octopus
Clam

Griffins

V Chimera
Mau
Sphinx
Ki-Rin
Griffin
Manticore

Eyes

C Seeker
Watcher
Doll Eye
Beholder
Big Eye
Gazer

Medusas

H Naga
Scylla
Lith
Medusa
Silver Lame

Skeletons

M Dokuro
Mimic
Bone King
Lich
Skeleton
Red Bone

Zombies

R Moo-Jin
Wight
Great
Revenant
Zombie
Ghost

Dragons

W Dragon 3
Dragon 4
Dragon 5
Taurus
Dragon 1
Dragon 2

Slimes

D Taro
Rubber
Pudding
Hi-Slime
Slime
Jelly

Birds

I Happy
Ban-Gu
Glasius
Nile
Condor
Raven

Werewolves

N Cabemon
Ironman
Rakshasa
Anubis
Werewolf
Werewolf

Golems

S Stoneman
Ironman
Feyman
Mahn
Woodman
Clayman

Searing Birds

X Thunder
Coastal
Rock
Phoenix
Albireo
Eagle

Snakes

E Anacondo
Hydra
Ki-Rin
Jongdard
Snake
Serpent

Wolves and Cats

J Sabreclaw
Snowcat
Blackcat
Fenewolf
Wolf
Jaguar

Crabs

O Crab
Ice Crab
King Crab
Dagun
Shrimp
Atom Crab

Gargoyles

T Demon
Demon Lord
Demon King
Apsarok
Gargoyle
Iki

Ogres

Y Ogre
Giant
Titan
Susano-O
Goblin
Ox

WEAPONS, ARMOR, ITEMS

The details of weapons and items that you can pick up or purchase in your journey have specific uses and characteristics. The following tables describe each item, list their cost and explain their qualities. Take a look at the tables and decide whether or not the items in question are worth the investment.

WEAPONS

| TYPE/ COST | EFFECT |
|--------------------------|---|
| HAMMER 25 | Made mutants and humans in your party attack the powers with this weapon. |
| LONG 132 | If your lead character is a man, he will begin with a powerful Long Sword. |
| AXE 412 | The Axe is the most powerful weapon that you can find in the Dark World. |
| BATTLE 989 | You'll need to have this weapon in the Ocean World to unlock the Ocean's Temple. |
| KATANA 2,040 | Masters of the martial arts use the Katana. It is useful in the Sky World. |
| SILVER 10,712 | The silver in this sword has magic powers that make it very strong. |
| CORAL 9,880 | Use the Coral Shield against underwater enemies, such as fish and octopi. |
| OSIRE 9,880 | This sword is particularly useful against "famous" monsters such as Golems. |
| DRAGON 34,600 | When your sword against Golems there's nothing better to use. |
| SUN 67,980 | Trained wizards such as Bombs and Ghosts are affected by this sword. |
| FLAME 24,030 | Melt cold creatures with the hot flames of the flaming Fire sword. |
| ICE 23,880 | Cool down hot creatures with the ice sword and freeze their fiery efforts. |
| ELEC 24,700 | The charged effect of this sword works well against water creatures. |
| DEFEND 48,000 | When you swing the Defend sword you'll attack enemies and defend their attack. |
| RUNE 9,800 | Use the Rune sword to reflect the magic spells of your enemies. |
| XGLB — | This super-powerful sword can defeat 200 to 300 points of damage to your enemies. |
| GLASS — | You turn the Glass Sword in your first battle. It is the strongest of all swords. |
| MASBUNE — | The Masbune is very much like the Masbune. It is a strong and useful weapon. |
| RAPER 24 | Female humans and mutants in your party start with this sword. |
| SAIBER 2,060 | If your lead character is a female, she will begin the journey with this sword. |
| L-SABER 10,480 | This powerful weapon has a laser-like blade with super-cutting power. |
| CATCRAW 23,200 | When the Claw is strong, it is not the most accurate of weapons. |
| P-KNIFE 3,800 | The mutants in your party will be able to handle this weapon. |
| P-SWORD 32,000 | This is a stronger and more expensive version of the P-Knife. |
| VAMPIR 10,000 | Use the Vampiric and take 100 points from your enemies for each attack. |

| | |
|--------------------------|--|
| REVENGE — | This sword flies enemies back at hand as they hit you. |
| SAW 125 | While the Saw is not very accurate, it is deadly when it connects. |
| WHIP 80 | The sting of this leather weapon is not particularly harmful. |
| E-WHIP 800 | This whip has an electrical lash that will cause a lot of damage. |
| HYPER 100,000 | Direct this weapon on enemies and they will know instant defeat. |
| BOW 50 | The Bow is a inexpensive weapon that is useful against very weak monsters. |
| LONGBOW 8,000 | The longbow is stronger and more expensive than the standard bow. |
| GR BOW 32,000 | The strongest of all bows causes 250 to 300 points of damage on enemies. |
| LASER 10,000 | The concentrated light of this weapon has incredible cutting power. |
| COLT 80 | The Colt is the weakest and least expensive gun that you can purchase. |
| MUSKET 800 | This weapon is old fashioned but more powerful than the Colt. |
| MAGNUM 8,000 | With a shot from the Magnum you can inflict enemies with 250-300 points of damage. |
| ROCK 100 | While this weapon is very primitive, it is surprisingly strong. |
| SMG 400 | When a group of enemies attack, you can hit them all at once with the Sub Machine Gun. |
| GRENADE 800 | The power of the Grenade affects an entire group of enemies. |
| BAZOOKA 4,000 | Hit several enemies at one time with this powerful weapon. |
| BALKAN 8,000 | The Balkan is the strongest of weapons that can be used against a group of enemies. |
| MISSILE 40,000 | Drop a missile and point of the creature is an entire city. |
| N. BOMB — | This weapon, which can be used only once, limits all of the enemies in the area. |
| COUNTER 5,100 | The Counter hits attacking enemies back with double their strength. |
| PUNCH 500 | The power of the Punch increases every time that you use it. |
| KICK 1,100 | The Kick is more powerful than the Punch and is stronger with every use. |
| HEADBUTT 2,100 | Two extra strong blows hit enemies three times with every use. |
| X-KICK 4,100 | Jump Kick enemies and send them to the floor with the powerful X-Kick. |
| JUDO 8,100 | Every time that you purchase this martial art move, you can use it 25 times. |
| KARATE 15,100 | Hidden enemies with 11 basic-swinging moves with every purchase. |

ARMOR

| TYPE/ COST | EFFECT |
|-------------------------|---|
| BRONZE 80 | You'll be able to raise your defensive power by four points with this basic armor. |
| GOLD 125 | The rigid plating of this armor raises your defensive power by eight points. |
| SILVER 2,500 | You'll raise your defensive power by 12 points when you equip yourself with silver. |
| DRAGON 8,500 | The Dragon Armor is very effective against fire, ice and electric attacks. |
| SUIT 18,000 | The full is armor against all attacks. It raises your defensive power by 25 points. |
| ARTHUR — | The legendary armor raises your defensive power by 28 points. |
| POWER 100,000 | Raise your defensive power by 70 points and increase your strength and agility. |
| BRONZE 40 | Use a bronze shield and your ability to evade attacks will increase by 30 percent. |
| GOLD 400 | Use a Gold shield to increase your attack evading skills by 40 percent. |
| SILVER 4,000 | Evoke attacks with 50 percent more capability with this useful shield. |
| FLAME 9,500 | The Flame Shield is very useful against the ice attack. |
| ICE 6,000 | Your ability to evade attacks goes up 60 percent with the ice shield. |
| DRAGON 8,000 | You'll have protection against fire, ice, electric, fire and fire attacks with the Dragon Shield. |
| AEZIS — | Your ability to evade attacks increases by 100 percent with this shield. |
| BRONZE 40 | Wear on the Reverse Helmet to increase your defensive power by three points. |
| GOLD 175 | Increase your defensive power by five points with the Gold Helmet. |
| SILVER 600 | The Silver Helmet increases defensive capabilities by eight points. |
| ARMY 6,000 | By equipping yourself with an Army Helmet you'll have 17 more defense points. |
| BAND — | The Band Helmet works against most attacks and 50,000. |
| DRAGON 20,000 | The most expensive helmet raises your defensive power by 27 points. |
| BRONZE 12 | The least expensive Gauntlet gives you one additional defensive point. |
| GOLD 150 | Increase your defensive power by three points with the Gold Gauntlet. |
| SILVER 500 | Equip yourself with the Silver Gauntlet and you'll gain four defensive points. |
| GIANT 5,000 | The Giant Gauntlet increases defense by six points and strength by 10 points. |
| NINJA — | Use the Ninja Gauntlet for 16 defensive points and 10 agility points. |
| HERMES 8,500 | The Hermes Shoes increase defense by nine points and agility by 10 points. |
| GETA 3,000 | Increase defense by seven points and strength by 10 points with the Geta Shoes. |
| SHOES — | When you're equipped with the shoes, add 10 defensive points and 10 magic points. |

THE FINAL FANTASY LEGEND

AND MAGIC SPELLS

ITEMS

| TYPE/ COST | EFFECT |
|------------------|--|
| POTION 50 | Regain 30 to 60 hit points by taking a sip of the powerful Potion. |
| X-POTION 200 | With one sip of X-Potion, you can regain 50-150 hit points. |
| NEEDLE 500 | If your character has turned to stone, you'll return him to normal with this item. |
| EYEDROP 500 | A blinded character will regain his sight if you use the powerful Eyedrop. |
| SYMBOL 500 | Take the curse off of a character by using the Symbol. |
| ANTIDOTE 100 | You'll counter the effects of poison by using the antidote. |
| BELL 100 | Wake up party members that have been put to sleep with the Bell. |
| PAN 100 | If a character has been confused by a spell, use the Pan. |
| SHOCKER 100 | A character that has been paralyzed will return to normal with this item. |
| REVIVE 15,000 | If your far from a save, you'll need Revive to bring every member back to life. |
| ELIXIR 10,000 | The strongest of all potions regains all of a character's hit points. |
| HEART 10,000 | Buy a heart and one of your characters will have an additional life. |
| ARCANE 10,000 | If an item is almost used up, use Arcane to bring the count back to maximum. |
| DOOR 5,000 | Use the Door to transport your party to a lower floor of the tower. |
| STRONG 300 | Use this item to increase the strength of a character in your party. |
| AGILITY 300 | By using the Agility item, you'll be able to evade attacks more quickly. |
| HP 200 100 | Get additional 100 points by using this item. |
| HP 400 1,000 | Increases your hit points even more with HP 400. |
| HP 600 5,000 | This item is the most powerful hit point increase. |

MAGIC SPELLS

| TYPE/ COST | EFFECT |
|------------------|---|
| CURE 1,000 | Use the Cure to regain the hit points of a party member. |
| ROD 1,000 | The Rod, like the Cure Spell, regains hit points. |
| WAND 750 | You'll have the power to shoot fireballs with the Wand. |
| STAFF 5,000 | Wave the Staff and you'll continue your wizardry. |
| BOOK 500 | Use the Book to defeat undead monsters, such as Zombies. |
| FIRE 500 | Hit enemies with a flame attack with this powerful spell. |
| ICE 500 | Use the Ice Spell and freeze fiery creatures. |
| ELEC 500 | Hit enemies with a blast of thunder with this electrical storm. |
| FOG 500 | Use the Fog Spell and you'll release a cloud of poisonous gas. |
| FLAME 50,000 | This super powerful spell hits enemies with a nuclear blast. |
| SLEEP 500 | Put enemy creatures under with a useful Sleep Spell. |
| STONE 5,000 | Use the Stone Spell to stone creatures with a big blast. |
| DEATH 5,000 | This powerful spell hits enemies with a big blast. |
| TEMPTER 5,100 | Use the Tempter and you'll be able to confuse enemies easily. |

Humans And Mutants Make Powerful Warriors

When you're forming your party, keep in mind that humans and mutants have different abilities. Strength in humans increases very quickly while, in mutants, agility and magic powers are the fastest building abilities. Moreover, males are generally stronger while females are more agile. Equip each warrior with weapons that are appropriate to their skills.

WEAPONS FOR STRONG CHARACTERS

| | | |
|--------|--------|--------|
| HAMMER | OGRE | RUNE |
| LONG | DRAGON | COLT |
| AXE | SUN | MUSKET |
| BATTLE | FLAME | MAGNUM |
| KATANA | ICE | ROCK |
| SILVER | ELEC | |
| CORAL | DEFEND | |

WEAPONS FOR AGILE CHARACTERS

| | | |
|---------|----------|---------|
| RAPIER | CATCHAW | GR. BOW |
| SABER | BOW | LASER |
| L-SABER | LONG BOW | |

WEAPONS FOR MAGICIANS

| | | |
|---------|---------|--------|
| P-KNIFE | P-SWORD | VAMPIR |
|---------|---------|--------|

Sound Test

When the Title Screen shows, press Down on the Control Pad and the Start and B Buttons at the same time. You'll be able to sample the game's music and sound effects.

KEY OF ITEMS



SWORD



GAUNTLET



SHOES



ARMOR



HELMET



SPELLS



SHIELD

THE
FINAL FANTASY
LEGEND™

START CONTINUE
1000 SQUARE SOFT
LICENSED BY NINTENDO

Press Down, Start and B at the
same time.

THE
FINAL FANTASY
LEGEND™

MUS 10 17 SOUND ON
1000 SQUARE SOFT
LICENSED BY NINTENDO

Press Up and Down to change the
sound selection.



THE SWORD OF HOPE™

A Kingdom
Is Cloaked
In Darkness

Mysteries, battles with monsters, dark quests through forests, caves and remarkable castles are just the beginning of your adventure in The Sword of Hope. Listen closely to the tale.



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IN THE BEGINNING...

There was once a peaceful kingdom called Rioscar where a wise king ruled his people. Then a dragon came, and through his evil the people were turned into trees and the King became a tyrant. Now, only the prince of the land can undo the wrongs, and only if he can find the Sword of Hope. This begins this Shadowgate-type adventure from Kenaco-Seika. RPG action and many mysteries lie ahead for those who dare to seek justice.

THE FOREST

The time has come for Theo to hear the true story of his heritage, and to leave his rustic home in the forest. In the woods he finds a shop, a Shaman and three locked gates. Poisonous moths attack him and the trees speak of dark secrets.

START ▼



MARTEL'S DOMAIN
See Pg. 113

Mystery Of The Sword

After the coming of darkness, three magicians took the powerful Sword of Hope and hid it away until a hero would come forth to claim it. They will search through five areas for the Sword.

CAMUS'S DOMAIN AREA 4



The quest begins in the dark forest where trees whisper advice and every turn reveals new secrets.



MARTEL'S DOMAIN AREA 2 THE FOREST



AREA 1

SHADOW'S DOMAIN AREA 3

THE WIZARDS

Fearing for Rioscar, the three magicians hid themselves as well as the Sword of Hope. Theo must find them and prove himself to them to receive aid.



THE CASTLE AREA 5

King Hennevy has concealed his castle underground, but that is Theo's ultimate goal.



HIDDEN ROOM

Not All Is What It Seems



You must look and hid in many places to find all the secrets of Rioscar. In the shop, a secret room holds a powerful spell.

THE SWORD OF HOPE

MARTEL'S DOMAIN

THE SWORD
MAA'S GRAVE

See Pg. 114

In the domain of stern-faced Martel, Theo discovers a church, a graveyard, and a deep well into each he must delve, fighting foes and collecting items. Some of these places he must visit twice.



THE WELL

See Pg. 114

Take Note

Use the Grace spell at the Altar for the Charn, then use the Charn at the Organ for the Ruby.



Return the Ruby for a new sword.



Proof Positive

Martel recognizes Prince Theo once he has the Ruby. He bestows the 3 Star Sword. Cast the Pledge by using the RH command to receive the White Top.



Well Met Foes

The enemies lurking in the well are by far the toughest Theo has encountered. Use the Spell of Recoin to restore HP during your battles.



The enemies now begin to attack in pairs or triplets.



CAMUS'S DOMAIN

See Pg. 116



Taming Treant

Treant may look like a tree, but it is really an enemy. Attack it without mercy. The Fireball spell quickly kindles an interest in making peace. From Treant you'll get Key M.



THE FOREST

See pg. 112



The Way Of The Woods

While wandering in the forest, Theo should listen to trees in each screen area and build up Experience and Gold. Better armor, Herb and food items are available in the Shop.



Use Key M that Theo won from defeating Treant to open this gate into Martel's Domain.



Later in the game you'll want to return to the Old Mine.



The Shop items protect you and restore your power.



Visit the Shaman when you need to fill up HP and MP.



To talk to people or trees, use the Lark command.

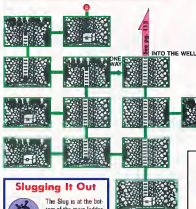


SHADOW'S DOMAIN

See pg. 114

Marte's Domain THE WELL

Goblins, Slugs and Mimics wait in the Chests inside the cold and slamy well. The way through is Down, Left, Up, Left, Up and Right to the room with the Doll



Slugging It Out



The Slug is at the bottom of the main ladder. Use Recluse to keep yourself strong while fighting with Lightning. Shabow's Key is the prize.

Stuck At An Impasse

There doesn't seem to be anything in your path, but if you choose the Look command and then pick the Surround option, you'll see your way around.



THE FOREST

See pg. 112

SWORDSMAN'S GRAVE

Look at the gravestone and the ghost of a heroic swordsman will appear and tell you to seek an ancient enemy known as the Yeti.



A Living Ladder

In the room with the Doll's Chest you must hit the wall for the Ivy to appear. Once it appears, Look at it.



Don't Mess With Mimic



Mimic lives in the well.

The Mimic springs from Chests and can destroy an unprepared prince in one turn. Stay clear of him.

Shabow's Test

The magician called Shabow must be satisfied that you are trustworthy. He'll send you to search for the Moon Fragment in the Cave.



SHABOW'S DOMAIN

Shabow's Domain is a land of dark forests, dangerous swamps and deep caverns. Be sure to Look at everything as you pass through it on your quest.



ONE WAY

THE SWORD OF HOPE

Shabew's Domain

THE CAVE

Thes must descend into the dark labyrinth to win the Fragment. One-way passages will make it difficult, and there are traps that will keep you guessing all the way.

Red Or Blue?

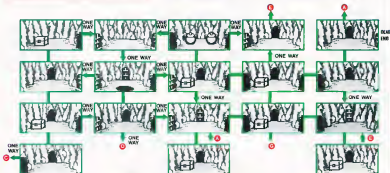


You have a choice of choosing a Red Pot, or a Blue Pot. Take the Blue Pot to recover HP.

Fragment Signs



Look in the Chest to find a clue to the hidden Moon Fragment. You are not so far away.



The Cave Merchant



In the middle of the caverns Thees encounters a merchant selling a suit of Golden Armor, which is a good buy for 250 pieces of gold.

Meeting Mimic



Thes would do well to stay clear of Mimic. Just like in the Well, he'll surprise you from a Chest. Defeating Mimic won't be easy, even with your most powerful attack spells.

Grappling With The Shadow

Eventually you will find the Shadow in a Chest in the lowest room of the Cave. If you defeat this enemy of darkness, you will receive the Moon Fragment as a reward before returning to visit Shabew.



Beware The Bridge



Although the Bridge seems safe now, later it will be a test of courage for Thees.



Shabew's Domain THE SWAMP

The key to continuing on your quest lies here in the murky river of the Swamp. Look closely in every area and be prepared for a fierce battle!

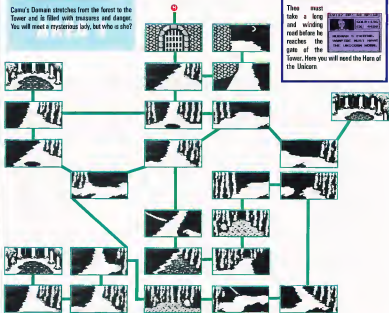


More Mysteries

Not all will be revealed during Thees's first trip into the Swamp.

CAMU'S DOMAIN

Camu's Domain stretches from the forest to the Tower and is filled with treasures and danger. You will meet a mysterious lady, but who is she?



Enter The Tower

Theo must take a long and winding road before he reaches the gate of the Tower. Here you will need the Horn of the Unicorn.



At the fountain, fill up HP and MP in case you meet Right Larva.



START
See pg. 113

Lady Of The Lake

She appears like a phantom near the lakes and fountains of Camu's Domain, but who is she? Theo must answer her questions correctly or face the wrath of the Larva. Theo must defeat Larva to answer more questions.



Imp

The dancing Imp won't be easy to defeat. Make sure to use the Recres spell.

Mimic Returns



Stronger than ever, Mimic returns. The Lightning Spell, like most offensive spells, is dangerous as it can hurt Theo. Still, give it a try.

The Yeti



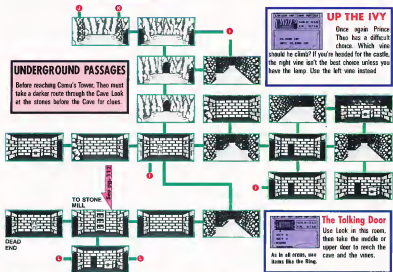
The enemies all seem to be ganging up on you these days, but if you keep your HP up, you'll survive and win the Sapphire.



THE SWORD OF HOPE

UNDERGROUND PASSAGES

Before reaching Camu's Tower, Theo must take a darker route through the Cave. Look at the stones before the Cave for clues.



UP THE IVY



Once again Prince Theo has a difficult choice. Which vine should he climb? If you're headed for the castle, the right vine isn't the best choice unless you have the lamp. Use the left vine instead.

The Talking Door

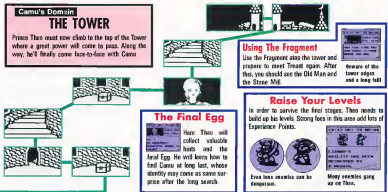


Use Lock in this room, then take the middle or upper door to reach the cave and the vines. As in all rooms, we know like the Ring.

Camu's Domain

THE TOWER

Prince Theo must now climb to the top of the Tower where a great power will come to pass. Along the way, he'll finally come face-to-face with Camu.



The Final Egg



Here Theo will collect valuable hints and the final Egg. He will learn how to find Camu at long last, whose identity may come as some surprise after the long search.

Using The Fragment

Use the Fragment atop the tower and prepare to meet Treant again. After this, you should see the Old Man and the Stone Mill.



Beware of the tower edges and a long fall!

Raise Your Levels

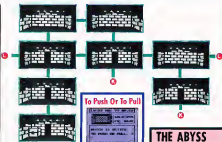
In order to survive the final stages, Theo needs to build up his levels. Strong foes in this area add lots of Experience Points.



Even lone enemies can be dangerous.



Many enemies going up on Theo.



To Push Or To Pull



At this door, you will have a choice either to Push or Pull. Pull the door to reach O. Push to reach N.



Subterranean Sailing

Crossing the subterranean lake except in the Boat will cause unnecessary damage to Theo.

ANOTHER ROUTE

If you took the ivy vine on the right side of the room back in Camo's cave, you'd end up here in the Halls of Fog. If this is where you are, start over and take the left vine.

THE ABYSS

The Abyss is a dark, wet hole on Theo's way to the castle. Bring extra Barley and Herbs to keep up your strength.



THREE DWARFS



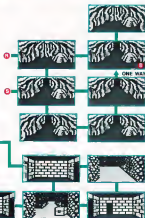
TO THE CASTLE

Passing through the underground dungeons you will finally reach a gate (P), which leads to the Castle itself. Can it really be this simple?

Don't Leave Home Without It



Don't go traveling without gold. Here you can buy items.



THE SWORD OF HOPE



TO THE ABYSS

THE CASTLE

This underground castle is really a devious maze with rooms that mirror each other. Theo must keep every detail in mind if he is to remember where he has been.



The Throne Room



You can fill the King's Throne to receive a secret spell.

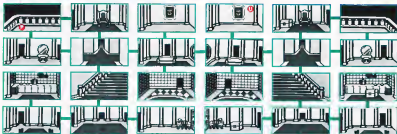
The Right Stuff

Sometimes right is the correct choice, as in the case of the three dwarfs.



The Princess Knows

See the Princess to learn the secret of the mirror rooms.



ONE WAY
CASTLE GATE

TO THE KING

The King, Prince Theo's father, who was corrupted so long ago, waits just ahead beyond the beds of roses.



ONE WAY



DEAD
END



THE FINAL BATTLE?



He may be Theo's dad, but any similarity stops there.

Theo has travelled far and learned much. He has won and purchased strong armor and weapons. He has been taught powerful magic spells. All of this has been in preparation for the battle with the King, for the King is indeed strong. If you have the Sword of Hope from the Old Man and full magic, you'll stand a good chance of victory.

Once the King falls to the might of Prince Theo's arm the truth is revealed, for King Honeyus has been just a puppet for the true evil in the kingdom. If Theo hopes to free the people who have been turned into trees, then he must battle the dragon who is stronger than any enemy of earth, sea or sky. The Sword of Hope is the only hope for this troubled land.



ULTIMA™

A Search For Virtue In A Dark Age

Enter the realm of Lord British in PC's latest addition to the Ultima series. Combining mystery and action in a battery-jacked adventure, it's the ultimate quest for the role-playing enthusiast.

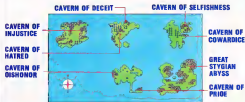


© 1991 PCL © 1991 PONY CANYON © 1991 ORIGIN



RECOVER THE EIGHT RUNES

It is a bleak time in Britannia. The Black Knight has stolen the Eight Runes of Virtue from the Castle of Lord British, and now an ominous pall hangs over the country. The Runes lie hidden deep within the dark caverns that scar the hillside, waiting for one brave enough to seek them out. Perhaps you are that valiant voyager.



FEARFUL FOES

In the darkness of the caverns dwell creatures of the night, an odd assemblage of evil incarnate.

BELIEVE IT OR NOT

In a role-playing action epic such as this, you'll spend much of your time searching for information. Plenty of characters are willing to give you tips, but you can't trust all of them. Some of them lie outright!



Learn who to trust. Some characters give you truthful information.



Others will deliberately try to mislead you with faulty directions or information.



TROLLS

Like little soldiers, they march back and forth. Avoid the ones they sometimes throw.



SKELETONS

They hurl bones from a distance. Stay out of the line of fire, then throw ones back.



REAPERS

Jeepers creepers, these Reapers are mean creatures! Get in and fire when their backs pass.



GHOSTS

These eerie apparitions float right through the walls. It takes three hits to stop them.



SNAKES

Snakes slither after you. From a safe distance, strike them with ones three times.



WISPS

Now they're here, now they're not. You never know when they'll appear. Watch out!



GREMLINS

The tiny trouble-makers dart about quickly, stealing food and sapping life force.



RATS

Rats! These pesky little vermin dart around randomly. Try using cheese or the axe.



JAGGERS

They're animated, but they're no rolling stones. You can't beat them, so go around.



SLIMES

These gobs of goo slowly ooze after you. You can walk through them, but it's slow going.



WIZARDS

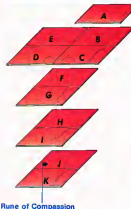
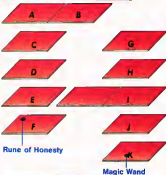
When you face a Wizard, expect a fierce fight. They throw deadly stars in all directions.



CYCLOPS

Don't think about searching safely past—these one-eyed wonders have 20/20 vision!

ULTIMA: RUNES OF VIRTUE



One of your first destinations, the Cavern of Deceit is due north of the Castle. Begin your search for virtue there. Fiends await just inside the entrance, somewhere beyond them lie treasures and the Rune of Honesty.

The Route To The Magic Wand

A-B-G-H-I-J-K

You'll need the Magic Wand to sweep away the spider webs that block your ship's passage to the west. These steps will lead you to its resting place.



Begin your search by dropping into this hole.



Find a Hammer in the Mushroom and break a barrel.



Search for a secret passage near the Troll.



Stop on the floor plate to find the Magic Wand.

The Route To The Rune Of Honesty

A-B-C-D-E-F

The most accessible of the eight Runes, Honesty is deep within the Cavern of Deceit. Begin in the Swamp Chamber and follow this path to find it.



Flip the switch when the Troll's at the top.



If you flip this switch, monsters are freed.



Play it safe by striding on the foot plates.



Flip the switch and discover the Rune.

Just north of the Castle is your next stop, the Cavern of Hatred. If you can withstand the attacks of bats, tigers, and killer trees, you'll discover two valuable items: the Magic Axe and the Rune of Compassion.

The Route To The Rune Of Compassion

A-B-C-D-E-G-H-I-J

The path to the Rune of Compassion is perilous, and the two Reapers who guard it never sleep. Cross the Arena, dodging the statues' deadly spears.



Go down the ladder to Dr. Cat's cave.



Flip the right switch back and forth. Reveal.



Fill the apertures, then flip the other switch.



When the rocks become push, wisp in the Kip.



The grate opens and closes. When it's open, not! Turn left up the hill.



Dodge arrows, then attack.



Eat the first 'skunk' and step on a plate.



When you're beaten them, retrieve the Rune.

CAVERN OF COWARDICE

The opening to the cold, musty Cavern of Cowardice is on the eastern island. Explore it carefully to find the Magic Rope and the Rune of Valor. Ignore the signs you came across—they're misleading!

The Route To The Magic Rope

A ▶ B ▶ C ▶ D ▶ E ▶ F ▶ G

Thread your way from point A through point G, where you'll find the Magic Rope, a useful item that will help you cross rivers, channels and streams.



Magic Rope



Rune of Valor



1 Spiral to the center and go down the ladder.



2 Slip through the well and move to the lower right.



3 Move aside and let these two shoot each other.



4 When one beats the other, exit quickly.



5 This person guards a key. Talk to him.



6 Use the Key to open this door. Flip the switch.



7 Walk around the rock to push the mushroom.



8 A door will appear where the mushroom was.



The pathways here are all blocked. Push the mushroom to clear a passage that leads out.

Route To The Rune Of Valor

F ▶ H ▶ I ▶ J ▶ K ▶ L

The path to this Rune, which proves that you are indeed courageous, is long and trying. To ensure a successful journey, take extra provisions with you.



1 Use the Rope to cross the stream in level F.



2 The ladders look levelling. They might lead you out.



3 Set where you step on the floor plates, they disappear!



4 These arrows are strictly one-way. Instead of following them, push through the false wall above.



5 Enter the warp disc on the right to come out in the small area near the upper warp disc.



6 The enemy in the center can be deadly! You must run down through the passage without being hit by his attack.



7 If you can survive the fire of the enemy guards, you can pick up the Rune of Valor in this room.

ULTIMA: RUNES OF VIRTUE

CAVERN OF SELFISHNESS

Use your Magic Rope to cross the northeastern island where the Cavern of Selfishness lies. Jugglers and Exp Eggs block your path to the Magic Chalice and the Rune of Sacrifice. You will need both to continue your journey.

The Route To The Rune Of Sacrifice

A>B>C>D>F>G>H>I>C>L>J>U>V>W>X

This Run proves that you have shown selfless deduction and uphold the ideals of law and order.



Paralyze the spider with this cross to the ladder.



Switch the lever, right, and continue down.



Only lightning damages the Black Knight.



Use the Frognet to freeze the Exp Eggs.



Enter here from F and prepare for battle.



Defeat the guard and pick up the Heart Key.



Use the Heart Key to open this door.



Open the upper right box and take the Star Key.



Open the door with the Star Key. Flip the lever.



This is where you obtain the Lightning.



Now use the Lightning to heat the Black Knight.



Push the switch, take the Star, continue up.



Collect the three Hammers and break barriers.



Follow the Exp Egg to the first ladder.



Take the Key, then go down the ladder.



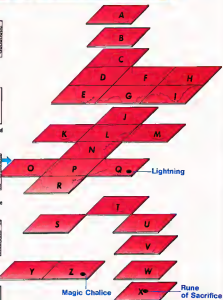
You need a weapon to break the Barriers.



Take the Key from the Chest above you.



Take the hidden Hammer to break Barriers.



The Route To The Magic Chalice

A>B>C>D>E>F>Y>Z

The Magic Chalice is a valuable item. When you're running low, use it to recover lost Hearts. Every one costs Magic Stars, though.



Flip the switch and go down.



Skip through the nearest passage.



Move rocks and watch the cross first.



Send them all and take the Chalice.

CAVERN OF INJUSTICE

South of the Cavern of Selfishness lies the Cavern of Injustice. It houses the Pan Pipes and the Rune of Justice. As the sign warns, you must locate the Keys and hurry through the first chambers. Beware of Ghosts and Slime!

The Route To The Pan Pipes

A ▶ C ▶ D ▶ G ▶ K ▶ J ▶ M

The Pan Pipes can be thieves. Use them to temporarily freeze your enemies while you're in a bind.



Find the Keys and go to C within 15 seconds.



Back to the exit in the upper right area.



Avoid the slimes and go down the ladder.



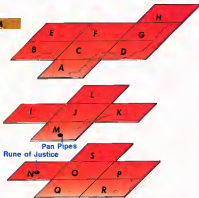
Avoid enemies and run to the door, right.



Dodge dark areas and exit at the bottom.



Pick up the Pipes from the lower right.



The Route To The Rune Of Justice

A ▶ C ▶ F ▶ E ▶ I ▶ J ▶ L ▶ S ▶ O ▶ Q ▶ R ▶ P ▶ D ▶ N

Swamps, Slimes, Lava Flows and Fireballs stand between you and the Rune of Justice. Are you prepared to seek it out?



This is loot's gold! Don't take any coins.



Scramble from the Slimes and swim upward.



Don't stop in talk! Enter the room on the left.



There's a Ladder! Go down to the next level.



Keep moving on. Exit on the right.



This Ladder leads to S. Go on down.



Be sure to get the Hammer before you leave.



Take the Key from behind the Barrel.



Break the Barrel with a Hammer. Exit right.



Destroy the attacking Ghost and get a Hammer.



Break the Barrels and go ahead on the R.



Hearts appear in the next! Pick them up.



Walk through the Irish and talk to the Egg Top.



When you talk to him, a path suddenly appears. Follow it to the Rune of Justice and pick it up.

ULTIMA: RUNES OF VIRTUE

CAVERN OF DISHONOR

In the south you'll discover the Cavern of Dishonor. Deep within are the Magic Whip and the Rune of Honor, both of which are vital to your success. They aren't easy to obtain, but then, things of value seldom are.

The Route To The Magic Whip

A>B>L>S>T>U>R>O>N>M>P>Q

Many levels beneath the surface lies the Magic Whip. Its sting is mighty and its user can be sure to locate it and pick it up. Search carefully!



Enter this room from the bottom and move left.



Use the Magic Rope to cross the stream.



Use the Rope again to cross the Swampy area.



Arrive via a warp disc and exit below.



Pick up the Mushroom then exit.



Meddle through the Swamp and see the lower exit.



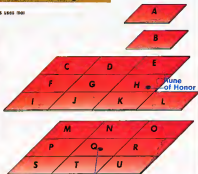
Take the Star Key and exit on the right.



Use the Magic Rope to wade through the area.



Here you'll find the Magic Whip.



Magic Whip

The Route To The Rune Of Honor

A>B>L>K>J>I>F>C>D>E>G>H

Proud of honorable acts and valiant deeds, the Rune of Honor is hidden and well guarded by terrifying foes. Be brave!



From room J, flip the lever and move left.



Take the Key and go up through the door.



Go faster moving up to the tunnel entrance.



Use your strongest weapons on these Gags.



Don't attack! You'll just make him mad.



Avoid monsters and continue to the right.



Move the lever to turn stairs to use.



If you pass the brutal monsters in this level, you truly deserve the Rune of Honor.

TWO MORE CAVERNS TO GO!

We've introduced the first six, but you're on your own in the final two Caverns. If you've mastered the strategies that work in Levels 1-6, you're in good shape to begin the 7th. Be prepared to face longer, more complicated sequences and tougher, more fearsome foes. The fate of Britannia lies in your hands. Return it to a brighter age!

You must return to the south island to explore the Cavern of Pride. Use the Magic Rope to get the boat.



The entrance to the Cavern of Pride is blocked by the Black Knight. To move him, use Lightning.



GOLF

**Tee Up For
A Hole In Fun.**

Nintendo Golf for Game Boy isn't just for duffers. The challenge of the two courses keeps the game exciting no matter how often you play. All of the elements of real golf are yours to master.



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GOLF WHEN AND WHERE YOU WANT

Nintendo Golf is packed with special features, including a battery that automatically saves your game so you can return later. You'll also have the choice of playing a Japanese or American course. In addition, you can enter your name and that of a friend if you're playing a match.



You can choose to save a game, then later you can continue, start the course over, change courses, or even enter a new name.



Both the American and Japanese courses are filled with challenges. What makes Golf such a great game is that you always have room for improvement.

THE VIEW FROM ABOVE

Shot Screen

From the Shot Screen you can aim your shot, choose a club, check distance to the pin, weather conditions, shots taken on the hole thus far and overall number of shots above or below par for the course.



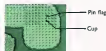
Hole Screen

You can study the hole, scrolling down the fairway with the controller on long holes to see all the bunkers and water hazards to plan your strategy.



Green Screen

Scrutinizing the lie of the ball once you reach the green is vital. Dark arrows indicate steep slopes where the ball will be ruled by gravity. Lighter arrows are shallow slopes.



Club Selection

| Cup | Yardage | Club | Yardage |
|-----|---------|------|---------|
| 1W | 240yds | 6I | 150yds |
| 3W | 225yds | 7I | 135yds |
| 4W | 215yds | 8I | 120yds |
| 1I | 205yds | 9I | 110yds |
| 3I | 190yds | PW | 90yds |
| 4I | 180yds | SW | 70yds |
| 5I | 165yds | PT | 30yds |

JAPAN COURSE

The Japan Course offers a wide range of golfing situations to master. Some of the shortcuts look promising from the tee, but you should take care when trying to cut strokes. It's usually slow and

difficult and can ruin a round. The first time out, just get a feel for the course and practice Super Tee Shots. Next, try to score Par. By this time you'll see where you can shave some strokes.

OUT 1 391yds Par 4



The 1st hole is pretty straightforward. Aim down the fairway, adjusting slightly for the wind with a strength of more than 3. Go for the Super Shot by hitting a 1 Wood in the back zones of the Swing Meter. Your approach shot should be close to the pin to avoid long putts on the steep, central slope.

OUT 2 468yds Par 4



This long Par 4 gives you a choice from the beginning. The left side is your best bet, even if you hit a Super Shot and end up in the rough. Your second shot should be straight toward the pin. The green has a ridge and two steep slopes. Putting across this slope will test your puttsense.

OUT 3 162yds Par 3



This short Par 3 is a great place to get a Birdie. It's also easy to end up losing strokes by landing in the water. Hit long rather than short. Unless the wind is strong and straight ahead, use the 5 iron with a soft touch. The green is slightly sloped, and not too tough. Go for greatness!

OUT 4 479yds Par 5



This monster hole is a real challenge with the possibility to mess up miserably. The safe course is to hit a 1 iron to the tip of the left fairway, then hit the 3 Wood and pitch onto the green. Thrill seekers will knock the ball over the water with a Super Shot to the patch of fairway good luck.

OUT 5 380yds Par 4



If you're tempted to go for the patch of fairway beyond the trees in the left, don't do it unless you just want to practice. A Super Shot, and well placed approach shot should get you into Eagle range. The green is a three-sided bowl, which is terrific! If the cup is at the bottom,

OUT 6 226yds Par 3



The 3 Wood is your best bet for teeing off on this short hole. Drop it short if you can, because the green runs away from you and can easily send a ball into the water at the top of the screen. The green can be deceptive when putting uphill. Put a little extra muscle into it.

OUT 7 274yds Par 4



Only attempt to hit directly to the green over the water if you have a strong tailwind and confidence in your Super Shot. If you succeed, it's Eagle time. Otherwise, hit 200 yards up the fairway, then use a medium iron to reach the green. The green is a mound and very tricky. Reading it takes practice.

OUT 8 335yds Par 4



Cutting the corner on this dogleg left is your ticket to a Birdie, just make sure you stay in-bounds. When hitting over water hazards, it's often a good idea to use more club than you would normally. The green here as it is a hill with one steep side and one shallow side.

OUT 9 495yds Par 5



Another monster, number 9 seems to offer a shortcut to the patch of fairway straight in front of the tee. Don't take it unless you can hit a miraculous second shot that clears more than 200 yards of out-of-bounds. The conservative route can also yield a Birdie if you really watch the ball.

OUT 10 342yds Par 4



Try for a Super Shot to the corner of the dogleg left, or hit just short of the left water hazard and send the second shot over the trees. The green slopes down from a plateau, so hitting to the flat is best. From there you can frisk a putt down to the cup, depending on placement.

OUT 11 142yds Par 3



Take just a little off the 6 iron to put your tee shot on the green. The green itself is a mix of shallow slopes and flat areas, which makes for fairly easy putting. This is a good hole for Birdies, and there is little danger in ending up on an over-par score.

OUT 12 393yds Par 4



The strategic player will do well on this hole. Hit a short drive to the top of the first fairway, it's about 175 yards. From there, a good Wood will take you to the second fairway or the green. Watch out for the trees on the narrow fairway. The green is highest on the water side which helps to stop pitches.

OUT 13 545yds Par 5



A double dogleg, left then right, number 13 is a tremendous challenge. The trees along the left side of the hole as you tee off prevent the easy Super Shot across the corner of the first dogleg. Go the long way around and try for an excellent fairway shot. The green has two ridges.

OUT 14 443yds Par 4



A Super Shot to the second fairway will set you up in excellent position, but it takes a long shot about 280 yards. Don't try it if the wind is against you. The green has two slopes, neither terribly steep. Par is easy on this hole, but birdies are hard to come by.

OUT 15 258yds Par 4



This short Par 4 tempts you to go for a birdie, or even an Eagle. Set it isn't easy, especially if the wind is against you. A tree also sneaks in the line to the hole, too. Play it smart and take the dogleg. A good second shot can still get you in position for a birdie.

OUT 16 429yds Par 4



This is one of the trickiest holes. The distance to the right side of the river is intimidating, but a Super Shot can carry you the 250 yards. If the wind is with you, go for it. The green is a landscape of slopes that can drive you nuts. Get close as your approach shot.

OUT 17 484yds Par 5



This diabolical hole will take no prisoners. An aggressive player with a strong wind at his back will aim for the second fairway about 250 yards away. Smart money goes to the survivor who drives down the first fairway. Your second and third shots are the most critical.

OUT 18 207yds Par 3



Selecting the right club for your tee shot is the most important decision on this hole. The 4 Wood is your best choice. The green has a lot of slopes and can give you trouble. Still, the 19th is a good hole for birdie attempts.

USA COURSE

This course is a little bit tougher than the Japanese course, with water everywhere, trees planted snazzy in the way of shortcuts and difficult greens. Don't expect to master it overnight.

or even in a lifetime. There's always some new angle to try or new conditions that alter your play.

OUT 1 384yds Par 4



The best hole is particularly deceptive. It looks easy, but it's a killer. A Super Shot drive will probably take you close to the trees below the green. Pick over them, then go for a shorter drive with the 3 Wood, and use the 3 Iron to drop your second shot right on the green.

OUT 2 194yds Par 3



This hole is pretty easy provided that you don't hit long. If you drive into the bunker you can kiss your birdie chances goodbye. The 3 Iron will put you on the green if you have the wind at your back. Otherwise, use the 1 Iron. The green has two difficult slopes, but most of it is gentle.

OUT 3 481yds Par 5



If you drive straight toward the green, make sure that you hit a solid shot or you'll end up in the drink. Your second shot should take you over the lake to the tip of the dogleg fairway. Reaching the green on the second shot requires a miraculous fairway drive across the lake. Good luck!

OUT 4 352yds Par 4



The fairway isn't always the best way. Here on the 4th hole you can hit over the trees to the right of the tee. Use a 3 Wood, which carries you 180 to 190 yards from the tee. Your second shot will put you in birdie range. Once on the green, a steep central slope requires strong putts.

OUT 5 408yds Par 4



A solid drive to the top of the first fairway will leave you about a 1 Iron away from the green. This is the best strategy. A good approach shot will set you up for a birdie, but the green is a mess with slopes heading in every direction. Concentrate on making par on this hole.

OUT 6 556yds Par 5



The left fairway is shorter than the right, but it's narrow and crooked and doesn't offer an advantage. So for a Super Shot up the right fairway and follow it with a 3 Wood toward the green. The most critical shot is the third. Get as close to the pin as possible, because the green is a roller coaster.

OUT 7

354yds
Par 4



The left fairway looks as if it will get you closer, but the tree at the end blocks most direct shots to the pin. Drive to the right fairway instead, then hit a long second shot to get you in the money. The green is steep and difficult to read. Birdies won't come easy.

OUT 8

398yds
Par 4



A short drive to the left with the 5 iron will leave you about 220 yards from the green. An extraordinary second shot across the water using the 3 Wood should put you on the green, but the danger of slicing one into the water is great. Once on the green, putt lightly.

OUT 9

186yds
Par 3



The first time you see this hole you'll probably think it's a joke. Precision is the key. The 4 iron should do the job, but pay close attention to the wind and adjust your club choice or swing if wind strength is above 6. You should be able to sink a birdie on this one.

OUT 10

331yds
Par 4



A Super Shot to the left is best as the 10th because chances are you'll end up on the fairway, which means your second shot will be longer. Hit your second shot precisely to avoid the bunkers. The green is a complex patchwork of steep and gentle slopes.

OUT 11

498yds
Par 4



Again you'll have to risk getting wet if you want to come in under par for the hole. A Super Shot followed by a 3 or 4 Wood will get you onto the green. As long as you don't hit the two ridges on the green, you'll putt safely. Playing in the right results in Par at best.

OUT 12

454yds
Par 4



The left side offers the best chance of reaching the green in two. A Super Shot onto the fairway will put you within the range of a 1 or 2 iron. The green on 12 is a bizarre collection of hills and valleys. Expect of least a two-putt.

OUT 13

147yds
Par 3



The green is surrounded by bunkers, so your shot must be right on the money if you want to beat par. You'll expect to blast one for any distance out of the sand. Just stay out of it. The green is another cruel, twisted thing that will scare the willies out of most backers.

OUT 14

451yds
Par 4



Only a mighty Super Shot will carry across the water to the upper fairway. If the wind isn't against you, go for it! The real horror begins when you hit the green. The middle section is steep and the skirts are difficult to read. Be happy to shoot par on this hole.

OUT 15

394yds
Par 4



88 is the fairway on the right for a clear shot at the green. On the left, you'll have to hit a monster shot to get yourself up. The green is split in two with rough running between the bunkers. Always check the green before hitting it to judge where the cap is located.

OUT 16

232yds
Par 3



This hole is made difficult by the placement of the trees in front of the tee. You'll have to hook your shot to the right around the trees to hit the green. It isn't easy. Use the 1 or 3 Wood, depending on wind strength and direction. The green, as usual, is steep and fast.

OUT 17

500yds
Par 5



Put your drive on the fairway straight ahead using the 3 Wood. The right fairway is then about 150 yards away; just don't place the ball too close to the trees between the fairway and water hazard. Shoot for the middle. The green has a tiny water hazard in the middle and steep hills.

OUT 18

428yds
Par 4



Try to place your drive just below the bottom of the first bunker. From there you should have a long but manageable shot in the green. Any other placement leaves you limited by trees or too far from the green. Once you're on the green, you'll find several difficult troughs.

Match-Play

Play Nintendo Game Boy Golf using the Game Link for the thrill of competition. Not only are you trying to beat the course and your previous rounds, but you also have another player to worry about. Give yourself a handicap and keep tabs on who wins each hole.





F1-RACE™

Rev Up For a Race
'Round the World

F1-RACE™

F1-Race is formula racing on 16 challenging international courses. Join the Grand Prix Circuit, or use the 4-Player Adapter which comes with the game, to compete with up to three other F1-Racers.



© 1993 Nintendo

TURBO BOOST THROUGH THREE MODES OF PLAY

Before you can claim victory as champion of the most incredible racing courses in the World, you'll have to know every curve and straightaway. Practice in the Time Trials, then join the Grand Prix Circuit or go up against Game Linkers in the Multi Game mode.

MULTI GAME COURSE GROUPS

| | | |
|---|--------------|-------------|
| 1 | 1. AUSTRALIA | 4. PORTUGAL |
| | 2. CANADA | 5. JAPAN |
| | 3. U.S.A. | |
| 2 | 1. JAPAN | 4. INDIA |
| | 2. BRAZIL | 5. EGYPT |
| | 3. U.S.S.R. | |
| 3 | 1. CHINA | 4. INDIA |
| | 2. NEPAL | 5. HOLLAND |
| | 3. HONG KONG | |

GRAND PRIX



You've got to place first on every course to be victorious in the Grand Prix Circuit.

TIME TRIALS



Test your performance on the eight Grand Prix courses with competing cars or go solo.

MULTI GAME



Game Link with as many as three other players in one of three challenging two-course races.

Choose Your Machine

Choose from two cars. Type A is super-charged. Type B is better in curves.



Corner With Caution



If you're weaving all over the track in the corners, you'll waste valuable seconds. Stay on the straight and narrow as much as possible, then turn quickly and decisively.



MASTER THE COURSES

U.S.A.

START

The last set of curves in this course are the easiest to negotiate. Try to pass, then get ready for the home stretch.

The straight sections of this course are real turbo-boost opportunities. Put the pedal to the metal and pass as many cars as you can.

Two quick corners approach one after the other. Take it easy through the corner. Then hit turbo in the straightaway.



We'll start in tenth position, but with a turbo boost, you can move in to seventh before the first curve.

Reduce your speed as you enter the corner. Then try to pass as you pull out.

Stay near the center of the track for the straightest course in the two curves.

F-1 RACE



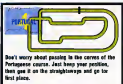
The U.S.A. track, which we've shown in detail, is the third track you'll encounter on the circuit. The rest of the tracks shown below are just as challenging... if not more so.



The most straight-forward course on the circuit is the best for total turbo action. Slow it down in the curves on the back stretch, then blast off!



The map of this course is deceiving. It's a standard oval until you get to the back, then it dips in for a wild ride. Watch for treacherous 90 and 180 degree turns.



Don't worry about passing in the curves of the Portuguese course. Just keep your position, then gas it on the straightaways and go for first place.



The Japanese course is one of the toughest. There's no need to get fancy. Just maintain a consistent speed and try to avoid wiping out. You'll be number one in the long run.



There are curves-a-plenty in this course. Pass as many cars as you can at the beginning of the course. Then, on the second half, just concentrate on survival.



The Soviet course appears to be more difficult than it actually is. While there are plenty of curves to contend, you should do well in the straightaways.



There are a lot of similarities to the Brazilian course in this challenger. In this course, though, you'll find longer straightaways and fewer curves.



With the exception of some super difficult turns, the Egyptian course is one of the easiest to negotiate in the circuit. Test test and corner carefully.



If you're an experienced racer, you should be able to do plenty of passing in the windy Chinese course. Slow down in the turnarounds and keep racing.



The straightaways are key in this complicated course. Pass on the turbo when there are no curves in sight, then try to keep your position during the rest of it.



This is a quick one for expert racers. You should be able to pass in the straightaways and most of the curves. Then take it easy in the turnarounds.



This island course tests your abilities to turn and not turbo at the same time. Try to stay inside on the curves and pay attention to the signs.



This course is very straight forward in that there are obvious all-out turbo areas and equally obvious slow, carving areas. Take each section as it comes.

RACE THROUGH 14 INTERNATIONAL COURSES

- 7. U.S.S.R.
- 14. HOLLAND
- 10. CHINA
- 4. PORTUGAL
- 12. HONG KONG
- 9. EGYPT
- 8. INDIA



- 2. CANADA
- 3. U.S.A.
- 13. HAWAII
- 5. JAPAN
- 6. BRAZIL
- 1. AUSTRALIA
- 11. NEPAL



DAYS OF THUNDER™

Climb Behind The Wheel of A Nascar Stock Car

Mindscope's entry in the racing game field features a driver's perspective from behind the wheel just like in real competition, the efficiency of the pit crew can make or break a champion. You'll face seasoned pros, so practice before beginning the season.



TM & © 1990 Paramount Pictures © 1991 Mindscope Inc.

DAYTONA

Daytona is the most famous track on the Nascar circuit, and it draws the biggest names in the racing world. You're up against pros, and you have to drive aggressively to get an edge. You can rub the walls at Daytona, but each time you bump them, you'll damage your car.



If your qualifying time is slow, you have to handle heavy traffic.

TAKE IT EASY!

Hit the brakes here to prepare for the coming corner.

RACE OUT & OUT

On a banked track, hold a high line on the straightaways, drop in tight on the turns, and head straight for the outside of the next stretch.



From the outside of this stretch, make a line ...



... through the corner to the outside.

PRACTICE PITSTOPS

The entry to pit row is narrow. Don't crash into the concrete divider! The computer takes over once you enter, letting you concentrate on managing your pit crew.



MAKE QUICK PITS

If your tires are worn, you should pit to change them. Practice changing tires before the race begins, and shoot for a ten-second turn-around.



SCREAMIN' ON THE STRETCH

Daytona has the longest straightaway of the circuit. If you floor it, you can hit 207 mph. This is your opportunity to either lengthen your lead or make up for lost time.



DAYS OF THUNDER

DAMAGE CONTROL

Racing on the backed oval eats tires fast, and rubbing the wall or bumping other cars can cause flats. You can eliminate some competitors by forcing them into the wall, but keep in mind that contact damages your car, too. Press Select to check your car's damage level and the condition of your tires.



SLIPSTREAMING

Snag in behind other cars on straightaways. Their slipstreams, or drafts, pull you along, allowing you conserve precious fuel.



BRAKE TIME

Slow down here to handle the next curve.



TIRED OF TAILLIGHTS?

Don't be asleep at the wheel. While you're busy trying to find an opening ahead, remember to keep an eye on your mirrors. When you catch a glimpse of someone moving up on you, plan a move that will block his line. Don't let another driver sneak by!



TOUR WITH THE PROS

PHOENIX



A short, classic oval course, Phoenix has lots of curves. Brief straightaways make it hard to hit top speed, so you have to make the corners count.

ATLANTA



Curves at Atlanta are only slightly banked, so it is hard to drop inside and slip by the others. Accelerate quickly to get track in the straightaways.

MICHIGAN



Michigan's track is fast and relatively flat. When the track curves slightly, save ground by staying in the center and driving straight through.

MIAMI



The slightly banked curves at Miami give you a chance to slingshot by opponents. Although it has lots of curves, you can turn in good lap times.

TAKE THE CORNERS LIKE A PRO

The degree of a track's banking determines how you handle the curves. Flat tracks leave little room for surprise moves, but on steep corners you can shoot for the low line.



FOUR-PLAYER FUN!

The action really heats up when friends control some of the cars. Use the Game Link cable for a two-player game, the Four Player Adapter for more. When you think about causing them to crash, remember that they can turn the tables and bump you!



Enter your friends in the race. It's more fun to play than watch!



SUPER R.C. PRO-AM™

**Radio-Controlled
Racing At Its Best!**

From the starting line to the red line, Super R.C. Pro-Am is high-octane action! Race against the game or, for hotter competition, against up to three friends using the new Game Boy Four Player Adapter.



© Nintendo © 1991 Raw Ltd.

REV IT UP, IT'S RACE TIME

Control takes getting used to. As with real R.C. cars, when they move away from you right is right and left is left, but when they come back, steering is just the opposite. Tight turns and smooth handling are the keys to the winner's circle.



READY, SET, GO!



Track Diagram

Track Number

Speedometer

Wiper Type and Number

Lap Counter

RACE RESULTS



Place third or better to move up one track.

FIND THE POWER-UP PARTS

Improve your car's performance by picking parts up off the track. Upgraded Tires, Batteries and Engines enhance handling and acceleration.

When the contest is tight, upgrades can make the difference between qualifier and also-ran.



TIRES



From Sponges to Spikes. Tires mean traction. Start out skidding on Sponge and upgrade to Rubber by Track Two.



BATTERIES



At first you'll accelerate slowly, but later you'll burn 'em off the line with bigger Batteries.



MOTORS



Hype up your horsepower with new Engines. With their higher top-end speeds, you'll scream down the straightaways.

EARN A NEW RIDE

In addition to the power-up parts scattered over the tracks, you'll find **Items**. When you spot "Nitro-bombs" you'll earn a faster, more responsive car. Begin with the radical little Racer and move up to the Speed Demon with your first upgrade, the Spiker with your second.



SPEED DEMON

Put the pedal to the metal and head for a curve. This little racer handles the corners!



SPIKER

It's the ultimate off-road machine! With Legs, the Spiker is a mean machine.

SUPER R.C. PRO-AM

TRY ALL 24 TRACKS

COURSE 1



MOTOR

Get a feel for R.C. action on this easy oval and upgrade your Engine in the process. Tougher tracks are coming.

COURSE 2



TIRE

Drive over Zippers for a sudden burst of speed, but be careful in the final curve—it's a car crusher.

COURSE 3



BATTERY

It's time for some tighter turns. Oil slicks send cars crashing into walls, so pick up a Roll Cage right away.

COURSE 4



MOTOR

Hit hot high-end speeds on the stretches, but power down to hold your line as you enter the exit curves.

COURSE 5



TIRE

If you hit the Oil at the start, you'll have a tough time recovering and catching up with the crowd. Use weapons.

COURSE 6



MOTOR

You're becoming more skilled, but so are your opponents. Watch out—they'll try to rear you out at the flag.

COURSE 7



BATTERY

You'll find this an easy track to handle, as do your opponents. Make the most of the Zippers on the stretches.

COURSE 8



MOTOR

Concentrate on clean cornering. If the others shake you in the early curves, you've seen the last of them.

COURSE 9



BATTERY

The curve in the center is a good place to pass. If you can't catch your opponents, take them out with weapons.

COURSE 10



TIRE

Just before the finish line, the track narrows to one lane. Be careful—you don't want to hit the wall head on!

COURSE 11



MOTOR

Avoid the Sand Patches. They're slow going! Force other drivers into the sluggish stuff when you can.

COURSE 12



BATTERY

This course has one curve right after another. Hold the inside line and force the others to make wide corners.

COURSE 13



TIRE

These Cones won't budge! You'll come to a dead stop if you hit them, and they cause some serious traffic jams.

COURSE 14



BATTERY

It's not as tough as it looks! With the ground you'll gain in the curves, hold off challenges on the stretch.

COURSE 15



MOTOR

Islands split the track into two lanes in places, and the Sand Patch at the finish line can be a spoiler.

COURSE 16



BATTERY

Between the countless curves and huge Slow Cones, you won't hit high speeds on this track. It's a tough one.

COURSE 17



TIRE

After grueling Track 16, you get a breather on this one. Avoid the Oil and go flat out on the straightaways.

COURSE 18



BATTERY

Oil slicks in the curves make them hard to handle at high speed, and Slow Cones block lines in several places.

COURSE 19



TIRE

Curves won't cause problems on this track, but Cones do. The road narrows in places, and turns are hard to see.

COURSE 20



TIRE

Now you're looking at confounding curves and one lone straightaway. Pick up the Tires—you'll need them!

COURSE 21



TIRE

There aren't any obstacles, but you'll have to accelerate faster and corner tighter to keep up with the leaders.

COURSE 22



BATTERY

Dodge the Oil slicks and corner efficiently to gain an advantage on your speedier opponents. Pick up Roll Cages!

COURSE 23



TIRE

With four laps, this is the longest course yet. Consistency pays off in the long run. Be patient passing.

COURSE 24

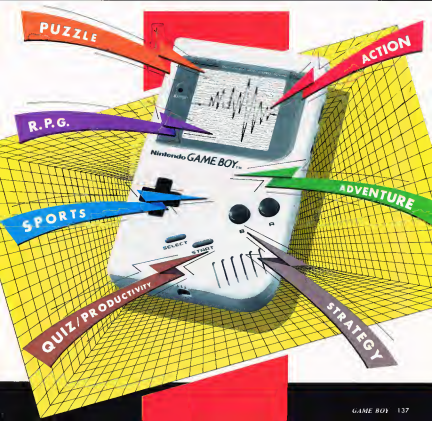


MOTOR

Are you up for a rough ride? You'd better be! Dodge the Oil slicks in the corners and use weapons whenever possible.

GAME BOY

DIRECTORY



AMAZING PENGUIN

TM & © 1995 Nintendo

1 Player, Password



Fill In The Blanks In A Wild Chase

Run from wacky enemies along the borders of connecting rectangles in this fast game with dozens of levels. When all of the eggs around a rectangle are broken it will be filled with a design and the enemies on the borders will be knocked out of the picture. Fill in all of the shapes while avoiding enemy contact and you'll move on to the next room. Some rooms feature detailed drawings of the Penguin hero when all of the shapes have been filled.



1000000 000000 000000 000000



1000000 000000 000000 000000

THE AMAZING SPIDER-MAN

TM & © 1995 Marvel Characters, Inc. © 1995 Nintendo

1 Player



The Web-Slinger Fights Back

The deadly foes of Spider-Man have somehow discovered his secret identity and kidnapped Mary Jane. Now, predictably, he's got to take them on, one at a time, to free her. Guide him to victory over classic foes like Mysterio, the Green Goblin and the Scorpion. Spidey can punch, kick, shoot webbing, swing from buildings and climb walls. With all of those powers it will take some time to master the controls.



BALLOON KID

© 1995 Nintendo

2 Player (GL)



A Lofly Chase Over A Fantasy Land

A girl sets out to find her brother who has floated away in a bushel of balloons. Carrying only two balloons of her own, she's got to brave a world of balloon-popping bugs and birds in order to save him. Her adventure takes her through a forest, over a sea, in the belly of a whale and beyond. The simple theme and play control make this a game that is easy for beginners to understand, although it may be too basic for expert players.



BATMAN

TM & © 1995 DC Comics, Inc. © 1995 Nintendo

1 Player



The Caped Crusader Patrols Gotham

Fight through the Gotham City underground and fly over its unfriendly skies in a four-stage thriller that follows the story line of the Batman movie right down to the acid bath origin of the Joker. The Batman character is small on the Game Boy screen, but he's got a lot of "wonderful toys" that make him a very big crime-fighting force. In one stage, Batman climbs into the Batwing and fights the Joker's forces in the air.



BATTLE BULL

© 1993 Game Boy

2 Player (GL), Password

Heavy Machine
Crunching Action

Battle Bull is short for Battle Bulldozer. You are in control of a hi-tech earth mover in a maze-like arena. You can take out your opponents by crushing them with the bricks of the maze wall. If you're victorious, you can spend your winnings on new equipment like turbo engines, super shovels and grenades. With Game Link play, you can challenge a friend to a mighty bulldozer battle. Keep pushing and don't get cornered!

BATTLE UNIT
ZEOTH

© 1993 Game Boy

1 Player

A Super Robot
Battles Alien Forces

Battle Unit Zeoth is a futuristic five-stage battle over an alien city. You've got to keep one finger on the fire button and one finger on the Jet Pack throttle button in order stay in the air and keep blasting enemy tanks and hover-ships. Collect enough Power-Up items and you'll be able to fire as many as four shots at once. The sound effects in this adventure are fantastic and the alien leaders are out of this world!

BOOMER'S ADVENTURE
IN ASMIK WORLD

© 1993 Game Boy, All Rights Reserved

2 Player (GL), Password

Climb A
Tower Of Puzzles

Asmik's dinosaur mascot, Boomer, starts at the ground floor of a puzzle-packed tower and works his way up floor by floor. It's a theme that is used in a lot of games, but a few innovations make this one interesting. Boomer can collect weapons to toss at the many unusual enemies that chase him, he can dig holes as traps to slow them down, and he can collect a compass that points to the buried tower keys.



BUBBLE BOBBLE

© 1993 Game Boy

1 Player, Password

Suds And Fun
With Kooky Creatures

Take on a world of wacky enemies in this action/puzzler that has, in the past, been big in the arcades and on the NES. Clear away creatures by encasing them in a bubble, then push them out of the picture. It's an enjoyable game along the lines of the Pac-Man series. A password feature allows you to save your place in the game as you make your way through dozens of stages.



BUBBLE GHOST

TM & © 1990 Game Company
All Rights Reserved

1 Player

You'll Get Blown Away
With Bubble Trouble

Cute graphics and music, and ever more difficult puzzles are the basis of Bubble Ghost. In each room you must use the ghost to blow a bubble past a variety of ingenious traps such as needles, candles and fans. If the bubble touches anything, it pops and you'll have to start over. As you progress from room to room, the bubble traps become more ingenious and difficult to clear. Multiple players alternately take turns and compare high scores.

BUGS BUNNY'S
CRAZY CASTLETM & © 1988 Warner Brothers
All Rights Reserved

1 Player, Password

That Wascally
Webbin' Is On The Wn

Inside the Crazy Castle, Bugs Bunny picks up carrots and boxing gloves while being chased up ladders and through pipes by bad toons like Wil E. Coyote and Sylvester the Cat. Each room is a maze with carrots on different levels. Grab all the carrots to clear the stage and punch the bad guys who get in your way. The graphics are good and so is the sound. Passwords save the game, so you don't have to finish it in one sitting.

BUGS BUNNY'S
CRAZY CASTLE IITM & © 1991 Warner Brothers
All Rights Reserved

1 Player, Password

Bugs Returns For
Another Adventure

Squeeze through pipes and climb ladders to help Bugs through 28 challenging rooms of the next Crazy Castle, making sure that you find all eight keys in every room. You can use pickaxes to climb, hammers to smash, arrows, bombs, invincible potions, and many other items to help you on your way. Smooth action and increasingly difficult rooms make this game a real treat for any Game Boy fan!

BURAI FIGHTER
DELUXETM & © 1990 Toki
All Rights Reserved

2 Player (GL), Password

A Deluxe
Interstellar Blast!

Burai Fighter Deluxe is based on an NES game of the same title. The warrior, in his futuristic battle suit, flies about, zaps aliens and collects weapon enhancements like lasers. The game control is very good (similar to the NES game) and each stage provides a challenge in either horizontal or vertical scroll, or both. Passwords are a big help, but fast reflexes and the ability to learn enemy attack patterns are the real keys to the game.



BURGERTIME DELUXE

TM & © 1991 Data East

2 Player (GL), Password



You Can Be A Burger Meister

You're the chef in a dangerous fast food restaurant where customers are hungry for their burgers. By running up and down ladders (which causes buns and patties to land on the plates below) while avoiding evil hot dogs and other foods, you'll try to create the perfect burger. Your culinary skills require you to progress from level to level where the task becomes more complex and dangerous. There is a Password and two-player mode.



CASTELIAN

© 1990 Hologram Ltd.
Tieks Inc. Inc.

1 Player



Spiraling Your Way To The Top

The Castelian is a mouse-like creature who finds himself trapped in a castle. As he ducks through doors and rides on elevators to avoid enemies, the Castelian makes his way up nine towers. The view rotates around the tower as the Castelian dodges through doorways and appears on the far side of the tower. At first, the view and control seem awkward, but once you have the basics down the game is fun and challenging.



CASTLEVANIA: THE ADVENTURE

TM & © 1986 Konami Industry Co.

1 Player



The Stakes Are High In Transylvania

Veteran vampire hunters will be excited by this new Transylvanian adventure. The action is very similar to the three Castlevania games for the NES—whipping enemies and torches with a premium on jumping skills and quickness. The action is a bit slower than it is on the NES, but in this game the difficulty level remains high. The haunting graphics from graveyards to dungeons are very good. There's no password, but there is a stage continue.



CHASE H.Q.

© 1988 Sega

1 Player



Out Of My Face, This Ain't No Race!

When highway patrol missions are radioed to your squad car, you shift into high gear in pursuit of escaping criminals. Catching up to the bad guys, evading other cars and staying on the road at high speed is the challenge. Unfortunately, the road doesn't change much from one chase to the next. As the game progresses, the bad guys have a greater lead, which does make it tougher. The dash layout has all the info you need—a big plus.



CYRAID

© 1990 Epoch Co. Ltd.
Presented by Nintendo

2 Player (GL), Password



Make Your Way Through An Impossible Maze

This puzzle/action game pits you against maze-type problems in which you must collect energy capsules while avoiding enemies. When you first enter a room, some capsules seem to be in impossible positions. By using ladders, blocks, switches and your wits, you'll puzzle your way through to the next stage. You can choose between two characters or play with both of them using the Game Link option.



DEAD HEAT SCRAMBLE

Presented by Epoch Bros. produced by
Total Adventure & Atari Games System

2 Player (GL)



Bumper Bashing Buggies

After choosing one of three types of off-road cars, you'll find yourself at the starting line of a race track waiting for the light to turn gray. It doesn't quite make sense, but it's fun. The track is long and winding, divided into segments that you must finish in a designated time period. Barrels, boulders, oil slicks and competitors all can block the trough-like track and make you lose precious seconds. There is a Game Link option, as well.



DOUBLE DRAGON

TM & © 1988 Technos Japan Corp.
Licensed under license to Nintendo Inc.

2 Player (GL)



Head-knocking The Game Boy Way

Fans of martial arts action will get a kick out of this classic battle of flying fists and feet. The graphics are remarkably close to the original game, but the characters move slowly and most of the thugs are fairly easy to defeat. The bosses, on the other hand, are incredibly tough—they really "Pak" a punch—and make the game worth a try...and another and another.



DRAGON'S LAIR: THE LEGEND

© 1990 Bushy Group Ltd.
GSC/Sony Imagesoft

2 Player



Dirk The Daring Lives!

The Legend continues with the adventures of Dirk the Daring. Although the play is far removed from the classic coin-op game, Dragon's Lair does have picturesque graphics. As Dirk, you must venture alone (it's a two-player alternating game) to find 194 pieces of the Life Stone which are scattered through 14 worlds. Dirk's mission is challenging and requires precise timing of frog-like hops through dangerous obstacles.



FISH DUDE

1991 Super

1 Player, Password



A Video Game Introduction To The Food Chain

Fish Dude's goal is to eat all the little fish so he can be the biggest fish in the pond. But there's always someone bigger, so it's eat or be eaten! The concept is unique, and the game isn't as easy as it sounds because there are varied habitats to master and the inhabitants are hungry! It can be tough to maneuver through some of the crowded underwater passages. A password feature will let you continue at higher difficulty levels.



FIST OF THE NORTH STAR

1989 TCG American Shogun Systems
Super Nintendo • 3-Character Mode

2 Player (GIL) Password



Face Off For The Biggest Brawl Of All

This game pits post-apocalyptic thugs and goons against each other in martial arts combat. You can select from among 11 fighters, each with his own special moves. Battle each of the other characters to become "King Of The Universe." A password saves your progress as you move up in the standings. Although the game doesn't have a lot of variety, it is fun to play head-to-head in Game Link mode.



FORTRESS OF FEAR: WIZARDS AND WARRIORS X

TM Activision Entertainment, Inc. © 1989 Super Nintendo

1 Player



Fearless Kuros Tackles Horrific Castle!

This single-player challenger has Kuros hopping and fighting his way past medieval monsters, collecting gems and battling the ultimate evil—Malki! The emphasis is on fun and challenging action with clean, smooth graphics. The Fortress has five levels, each with multiple sections filled with ferocious creatures and hidden rooms. You'll have to start from scratch each time you play since there's no password or continue.



GHOSTBUSTERS II

© 1989 Columbia Pictures Inc.
TM&© Activision, Inc. 1989 Super Nintendo

1 Player



Who You Gonna Call? Ghostbusters!

Ghosts are terrorizing your city, haunting buildings and creating slime. One player controls a pair of Ghostbusters (choose from Peter, Ray, Egon and Winston) as one guy zaps 'em, and the other guy traps 'em. Controlling two men at once makes for some strange play control until you get used to it. You have only three continues. Once you use them all up, you'll have to start over. There are three levels with multiple floors to purge of poltergeists!



GO! GO! TANK

TM & © 1991 Taito Animation
7th & © 1991 Goumou Bussan

2 Player (GL)

Help Go Go Tank
Reach The Enemy Base

In the one-player game, you control a plane while the tank chugs below you, trying to reach the enemy base. You must airlift blocks to clear a path for the tank while bombing enemy emplacements along the way. In the Game Link mode, it's two planes and two tanks trying to reach the same goal. You can block your opponent's tank with bombs, but a blocked tank will stop you, too. It's challenging no matter which way you play!



GODZILLA

TM & © 1990 Toho Co., Ltd.

1 Player, Password

Super Monster Godzilla's
New Role: Puzzle Solver!

Instead of leveling cities with his atomic breath, the Godzilla of Toho's Game Boy title uses a boxing glove to smash rocks and punch out foes. Rather than making Earth safe for monsters, Godzilla's out to rescue his offspring from a maze of 64 puzzling rooms (a password feature saves your progress). Fans of Godzilla's city stomping antics may not be thrilled with his new role, but you should like the game if you're into puzzlers.

GREMLINS 2:
THE NEW BATCHTM & © 1990 Warner Brothers
© 1990 Goumou Bussan

1 Player

Gizmo's Back
And He's In Big Trouble!

Gizmo returns to action in an adventure game based on his second movie. The Gremlins are on the loose again, and this four-stage action game follows the fun from a side view as Gizmo leaps from one fix into another. He'll handle Gremlins and other foes single-handedly with spring-loaded boxing gloves and other wacky weapons. Bonus games between levels let you earn extra lives. The graphics are great and the soundtrack is catchy.



HEIANKYO ALIEN

© 1990 Mikko, Ltd. Phoenix

2 Player (GL)

Dig And Dash
To Save Your City!

Alien invaders are attempting to take over Japan! This time old Kyoto is set upon by crawling creatures, and it's up to you to save the city armed with only a shovel. In this action-puzzle game, you dig pitfalls for the pursuing aliens and bury them when they fall in. The 12 stages are packed with fast and furious action reminiscent of other maze chase games such as Pac-Man. You can Game Link with a friend and work to bury the aliens faster!



THE HUNT FOR RED OCTOBER

Published by Test Expressions
TM & © 1993 Nintendo Game Boy

2 Player (GL)



An Undersea Battle in The Atlantic

Captain Marko Ramius of the Soviet naval fleet intends to defect to the United States by sailing across eight sections of the Atlantic in the top secret submarine, Red October. This undersea thriller is at its best in the Game Link mode when Player 1 controls the Red October and the other is in charge of the Soviet fleet. The odds are in the favor of the fleet, but the Red October can even it up by collecting Pickups to power the silent drive.



HYPER LODE RUNNER

TM & © 1993 Nintendo
TM & © 1993 Game Boy

2 Player (GL)



Puzzling Action On A Quest For Gold

Lode Runner is an intriguing action-puzzle game in which you control a character trying to strike it rich. Your limited control options are to destroy blocks to the right, run left or right, or climb ladders. As soon as a miner touches you, the game is over. Your strategy must be to figure out how to trap the miners and reach all the "lodes" of gold. It isn't easy. The game includes a level select and edit mode to create your own challenging gold rush!



KUNG FU MASTER

TM & © 1993 Nintendo

1 Player



Master The Mortal Arts

Irem's Kung Fu Master is a martial arts battle game similar to Double Dragon. The action is fast and furious (much faster than Double Dragon for Game Boy), complete with punches, kicks and leaping attacks. The enemy Kung Fu fighters have their own styles of fighting, and they leap out from behind walls in surprise attacks. Good animation and an ever-changing fight make this game fun and interesting.



LOCK 'N CHASE

TM & © 1993 Nintendo

1 Player



Cops And Robbers

Lock 'N Chase is a classic maze game. You have robbed a bank and now the cops are after you. Each stage is a maze with coins and bonus items that appear randomly. Evade the police, grab the coins and bonus items, then move on to the next, larger stage. The control is good and the stages get progressively more difficult and larger. You'll have to scroll through some of the larger mazes.



MARU'S MISSION

TM & © 1993 Nintendo

1 Player



Maru Travels Through The World To Save Cori

This action game features Maru, a young man who must save his kidnapped girlfriend. There are six stages, each taking place in a different country. Several are underwater stages. In each area, you must battle past dangerous enemies to face the bosses. Eyeclip and Insector are only two of the fiends you will face. You can collect several different weapons as you travel, and you'll use them all before you see your beloved Cori again.



MERCENARY FORCE

© 1990 Midway
Midway Game Systems, Inc. Midway Games

1 Player



A Force Of Four Against The Might Of Many

You are putting together a small party of warriors in an attempt to restore peace to the land. Five brave warriors have volunteered to go through six stages, but you can take only four. Select the four warriors you want and begin your mission. You can choose from several attack formations and designate different leaders. If you find yourself in a sticky situation, you can even call upon a Spirit Warrior to help you out.



MICKEY'S DANGEROUS CHASE

© 1993 Disney Co.

1 Player



Of Mice And Megs

Mickey Mouse comes to Game Boy in a fun action game similar to Disney's Rescue Rangers for the NES. Using either Mickey or Minnie Mouse as your character, you'll scamper through neighborhoods and malls, over roofs and into secret rooms while beset by an assortment of enemies. The Mice heroes can pick up blocks and throw them for protection. You can also collect Power-Up items, but you'll have to explore to find the best items.



MOUSETRAP HOTEL

TM & © 1993 Midway Games

1 Player



Maxie Mouse Is On The Move

Maxie Mouse crawls out of a hole in the wall and sets off on an adventure in a house bristling with traps and nasty surprises. Maxie can climb, run and jump with ease, but one touch by an enemy sends him to mouse heaven. The graphics and sound are cute and fun, but the challenge isn't just for mouseketeers. Timing your movements and learning how to avoid new traps will keep a man of any age or mouse scratching their head.



MR. CHIN'S GOURMET PARADISE

© 1990 Nintendo

1 Player



Brick Smashing Action

Mr. Chin must try to get rid of the pesky creatures that have inhabited his land by transforming them into turnips. Jump and smash bricks with your head to discover the magical items you will need to change the nasties into a veritable feast. Mr. Chin's Gourmet Paradise is reminiscent of the arcade classic, Mario Bros., but has new twists that keep you hungry enough to come back for more.



MR. DO!

© 1990 Universal
1990 Disney of America, Inc.

1 Player



Mr. Do Digs Action

Dig up a load of buried cherries and avoid contact with crazy creatures in this side view action game that is much like Dig Dug. As Mr. Do, you can burrow tunnels in order to get to the cherries and, at the same time, elude the enemies who must travel along existing tunnels. If you dig under a boulder, it will drop down and block the path. There are three difficulty levels, so you can step into a challenge from the word go.



NAVY SEALS

© 1990 The Sega Group Presents
1990 Disney of America, Inc.

1 Player



Thwart The Terrorist Plot

A helicopter crew has been kidnapped by terrorists and it's up to you to save them. You must battle your way through five terrorist-infested stages to foil them. Early on, you are armed with only your pistol and limited ammunition. Conserve your shots and work your way through the lair. Make sure that you search the crates for extra bullets and more powerful weapons. Good Luck!



NEMESIS

© 1990 Gameworks Ltd. © 1990 Konami

1 Player



Space Adventure Through An Alien Fortress

You'll be busy with an all-out attack on some of the most atrocious and vindictive aliens ever known. There are five levels of non-stop action with bonus levels and hidden areas. Power up your ship and take on wave after wave of foes. The automatic rapid fire will save your thumb from tiring out too quickly. Don't neglect your shields. If you do, you'll regret it dearly.



NINJA BOY

TM & © 1997 Cyber Team USA, Inc.

1 Player

A Kung-Fu Kid
Jumps Into Action

Kick, punch and somersault through 32 stages of martial arts action in a Game Boy rendition of Kung-Fu Heroes for the NES. This is not Double Dragon. The hero and enemies are less realistic-looking and much more like cartoon characters than those of most martial arts games. Weapons are more scarce in this game, too. You have to rely mainly on hand-to-hand combat. In advanced stages, you learn new maneuvers and earn special items.



OPERATION C

TM & © 1997 Activision

1 Player

Will The
Aliens Ever Learn?

Through five stages of fast moving action, it's just you and your gun against invading aliens. Just hold the B Button and you have turbo action to fire your weapon. The play control is smooth and the aliens get extremely tough. Practice will stack the deck in your favor. Look for safe spots and fire your gun from different angles. Although this is an action game, use the strategy that works best for you. Dodge and destroy. Look before you leap.



PAC-MAN

TM & © 1983 A. 1991 Namco Ltd.

2 Player (GL)

An Arcade Classic That
Fits In Your Pocket

Namco's Pac-Man brings the pellet-gobbling fun of Pac-Man to Game Boy. As everyone knows, the idea is to eat all the energy pellets on a stage while trying to avoid being eaten by enemies. The fun comes from the thrill of being chased. The game itself is incredibly simple, but that's part of the fun, too. All you do is guide Pac-Man in the right direction. This version has a two-player Game Link option so you can share the fun.



PAPERBOY

TM & © 1985 Tengen, © 1992 Nintendo

2 Player

Earn Big Bucks
Delivering Papers

It's early in the morning and you mount your bicycle and head out on your paper route. The job is full of obstacles, though. Skateboarders, dogs, construction workers, and a variety of other challenges try to prevent you from completing your rounds. Steer your bike through your treacherous route and fling your papers to your customers. Remember, a happy customer is a paying customer. You get big points for mailbox delivery.



PENGUIN WARS

© 1993 Aspi Corp.
Published by Nintendo

2 Player (GL)



Toss Out Animal Adversaries

While the name of the game gives credit only to the penguin, this one-on-one battle of reflexes features five different animal characters; a penguin, bat, rabbit, rat and cow. Two animals stand at opposite ends of a table, each with five balls. They then toss their balls to the other side of the table and avoid incoming balls. If all of the balls end up on the other side or, if you have the fewest balls on your side when the time runs out, you win.



POWER RACER

© 1993 Sega, Inc.

2 Player (GL)



Run Fast And Avoid Collisions

The course for this unique racing game is square with four lanes and four open areas where you can change lanes. Your opponent travels in the opposite direction, and your goal is to collect all of the dots on the course while avoiding a head-on collision. Survival depends on choosing the right lanes and speeding up or slowing down to change into a lane that is not being used. Advanced stages feature special items and obstacles.



THE PUNISHER

© 1991 UNLIM. INC. / WEST
Source: Codemasters Group

1 Player



Clean Up Gangster-Ridden Streets

Marvel Comics' vigilante marksman, the Punisher, is dead set on ridding the world of gun-toting villains. In this first-person perspective shoot 'em up, you aim the sights of the Punisher's rifle on hoodlums, making sure to miss innocent bystanders. When you're on target, you'll earn tons of Power-Up items. While this game is reminiscent of Cabal, Operation: Wolf and Freedom Force for the NES, it's the first of its type for Game Boy.



RADAR MISSION

© 1991 Nintendo

2 Player (GL)



Battle A Fleet Of Naval Forces

Radar Mission's two naval battle exercises require two types of gaming skills. The first game is strategy oriented. Players lay out their ships, subs and aircraft carriers on two grids and fire shots back and forth in an attempt to sink each other's fleets. A near miss option lets players know when they're close to making a hit. The second game is a periscope-view submarine battle in which players take aim on each other's forces in a more direct form of combat.



REVENGE OF THE 'GATOR

© 1993 Nintendo of America, Inc.

2 Player



A Flipper Frenzy With Goofy 'Gators

Set the ball into motion and ready the flipper buttons for an exciting game of pinball with great characters and super play control. The bumpers and obstacles on this two-screen table are alligators who can hit the ball with their tails or get smacked on the snout with a direct hit. Knock the ball into the open mouth of a 'gator and you'll send it into one of several bonus screens. Two players can alternate without using a Game Link.



ROBOCOP

© 1993 Games of America, Inc.
A TM & © 1993 C&H Games, Inc.

1 Player



Patrol The Streets Of New Detroit

The future of law enforcement, RoboCop, blazes through the criminal-infested streets of New Detroit in this ten-stage, straight-ahead action game. If you're very quick on the draw, and if you can maneuver fast enough to avoid grenade blasts and machine gun fire, law and order will prevail. Some stages break from the left-to-right-scrolling view and show the action from RoboCop's perspective.



ROLAN'S CURSE

© 1993 The Game Boy Link

2 Player (GB), Password



A Cursed Kingdom Needs Your Help

Evil creatures have descended upon a peaceful kingdom, and you've been called to fight through a maze-like land in search of their sinister source. You'll come across a lot of dead ends in your journey from castle to castle, and you'll find many special items. Use them to defeat creatures and break through obstacles in your path. Unlike some games with similar stories, this game focuses on simple action over complicated puzzle-solving.



R-TYPE

© 1993 Atari

1 Player



Take On A Fleet Of Earth-Threatening Aliens

A group of alien ships representing the evil BYDO Empire are on a collision course for the Blue Planet. Only you, daring space explorer, can stop them. This six-stage shoot 'em up features fantastic graphics and great play control. The super detailed alien leaders are worth the price of admission alone. If you've played the arcade version of this thriller, you'll be amazed at how well it fits into the Compact Video Game System.



SERPENT

9992 Tiger
2 Player (GL)



Box in A Rival Serpent

Pilot a snake-like machine in a closed arena and try to box in your opponent. By closing in small areas, you'll uncover special items that will allow you to fire Missiles and increase or decrease the length of your machine. The eight levels of play offer combinations of different play speeds, additional enemies, and the ability to reverse your machine if it is boxed in. The play control is difficult to understand initially but you will get used to it.



SNEAKY SNAKES

© 1991 Renegade
Licensed to Nintendo Inc.
2 Player (GL)



Reptilian Romeos To The Rescue

Atilla and Genghis, two eccentric serpents, are in a race against time to rescue their beloved Sonia from the coils of the nefarious Nasty Nibbler. Wriggle your way across shark-infested waters, through bubbling lava caves and over deadly spiked floors. Let your fingers do the slithering as you guide our heroes through 16 laborious levels with only the liberation of fair Sonia on their minds.



SNOOPY'S MAGIC SHOW

1980, 1983, 1976 Grand Fantasy
© 1980, 1983, 1976 Grand Fantasy
2 Player (GL), Password



An Epic Battle Of The Beagles

Snoopy's cousin, Spike, has kidnapped Woodstock and his fowl friends. Armed with only your intellect and reflexes, you must guide Snoopy through more than one hundred perplexing rooms. Avoid the bouncing balls pursuing you and use any Power-Ups to your advantage. The clock is ticking and if time runs out, it could be a canine calamity for Snoopy and his buddies.



SOLAR STRIKER

© 1985 Nintendo
1 Player



Blozing Interstellar Action

The aliens are coming in force and you've been sent out to stop them...single-handedly! Nintendo's lightning fast, outer space shoot 'em up puts you at the controls of a space fighter jet. The forward scrolling action makes quick reflexes essential. Pick up weapon pods to enhance your armaments while dodging incoming missiles and alien fighters. If you have trouble with the stage boss, find the safe zone and let it scroll past. The control, graphics and sound are all top notch.



SUPER MARIO LAND

© 1994 Nintendo Inc.

1 Player



Paste Time... Don't Run Outta' Time

Mario runs, jumps, flies, and even uses a submarine in his new four-world adventure. Traverse the desert, water, and the not-so-friendly skies in search of the lovely Daisy who has been stolen away by Tatanga. Earn extra lives by collecting 100 coins and by mastering the bonus round after most stages. Earn a continue every 100,000 points to keep playing in the more difficult worlds. Mario's many fans will appreciate his new portable adventure.



TAIL 'GATOR

© 1994 Nintendo Inc.

1 Player, Password



Courageous Heroism Reptile Style

The Kingdom of Moberry has fallen against the evil forces of the Dragon Warlord, Basso Gila. Can you guide Charly, the highland alligator through the warlord's fortress and defeat evil Basso? Armed with only a powerful tail and a love for Moberry, your journey will be difficult as you explore each fortress room. A key to the next room is *always* there, but can you help Charly find it? Every move counts and the entire kingdom hangs in the balance.



TASMANIA STORY

© 1994 Sony Computer Inc.

1 Player



Down Under With Munching Marsupials

Tasmanian wolves are hunting you down while you try to clear the stage of cacti. Although the story line of FCI's fast-paced action-puzzle is far-fetched, the challenge is very real. Using a trampoline to bounce up to the many ledges, you'll face voracious marsupials at every turn. The toughest challenge, however, is mastering the controls, which are extremely touchy. You'll have to be very patient if you expect to survive down under in this game.



TORPEDO RANGE

© 1994 Nintendo Inc.

1 Player, Battery



The Hunt Is On!

Elements of the terrorist group called the Global Armed Alliance (GAA) now control the air and sea. They have also captured port cities around the world. Your assignment as commander of an advanced tactical battle submarine is to neutralize the GAA and restore peace to the planet. With every air and sea battle, you gain experience and a chance to improve your already formidable battle-sub with stronger defenses and weapons.



TMNT: FALL OF THE FOOT CLAN

TM & © 1990 Mirage Studios
1,000 Ninjas

1 Player



A Totally Tubular Turtle Tale!

Experience mind-blowing action as well as brain-teasing games in the latest TMNT chapter. April has once again fallen into the clutches of Shredder, and it's up to your favorite martial-arts masters to save the day. Battle your way through five stages packed with hordes of ninjas and masses of marauding monsters. Get a potent pizza power boost on your way to a showdown at the Technodrome. April must be saved. No problemo, right compadres?



TRAX

© 1991 The Laboratory, Inc.

4 Player (GL)



Make Tracks Through Enemy Territory

The focus of this tank battle seems to be more on the comic side than most military missions. While the tank that you control is very powerful and there are plenty of Power-Ups for multi-directional shots and grenades, it isn't as high tech looking as some of the massive enemy tanks. Your mission is to roll through enemy territory and take those tanks down with your own machine. You can Game Link, to challenge up to three other players in a closed arena.



ALLEYWAY

© 1989 Atari, Inc.

1 Player



A Blockbuster On The Rebound

One of the first titles produced for Game Boy, Alleyway features classic ping-pong-type action. By maneuvering a Mario-manned spaceship back and forth along the bottom of the screen to return a bouncing ball, players break the blocks above. It begins with easy stages and becomes more challenging every round. Although less sophisticated than some of the newer games available, it has good sound effects and play control.



BILL & TED'S

EXCELLENT GAME-BOY ADVENTURE

© 1989 L&L, Inc.

© 1989 L&L, Inc.

2 Player, Password



The Most Dudeful Dudes Are Time Warping

Heinous dude Nomulous is messing with the future, so Bill & Ted have to travel back and forth through time collecting the time fragments he stole. Only when all fragments are restored will a safe future be possible. Their search begins in Austria, circa 1805. Play solo, or decide who will be Bill and who will be Ted in the two-player game. Play control is challenging, but it might be just the game for BIG fans of the duo.



BOXXLE

© 1989-1991 Thinking Rabbit
Nintendo Game Boy Series

1 Player, Password

A Boxing Match
Of A Different Kind

Boxes, boxes and more boxes. You must place each box in its specific home space, which is possible only if you make the right moves in the right order. Every room is a puzzle in itself, and the game's passkey feature lets you return to whichever you choose. And if the dozens of progressively complex rooms aren't challenge enough, you can also select the Create mode to design your own room configurations. Puzzle game fans won't be able to put it down.



CATRAP

© 1990 Electronic Arts America

1 Player, Password

Cool Cats
Rock 'em And Sock 'em

Cutie Cats break blocks, move rocks and perform rock socks to clear rooms and advance to the next round. All items are strategically placed in the beginning. Your challenge is deciding which can be used to form platforms or to fill in gaps, enabling you to reach the rockin' robots and knock them out. The password feature lets you return to any room, and an unusual Edit function lets you retrace your last series of moves to try something different.

DAEDALIAN
OPUS

© 1990 Electronic Arts America

1 Player, Password



Picking Up The Pieces

Mythical mazes were no more puzzling than this game is! You begin Level One with four puzzle pieces and an empty space. The object is to arrange the pieces so that they fill the entire space. With each level, you gain a puzzle piece. It takes time to work your way through the levels, so it's a good thing that it accepts passwords. Of course, there isn't much action in this game, but people who like brain teasers should find it an entertaining challenge.



DEXTERITY

© 1990 Electronic Arts America

2 Player (GL)

Test Your
Tile-Turning Technique

How dexterous are you? You must turn over all of the tiles in the room to end the round, but harassing hatchlings insist on turning them back as quickly as they can. You can temporarily trap them by flipping a whole line at a time, but they can get back at you! Easy early stages allow you to get the hang of the game, but they rapidly become more difficult as new hatchlings and obstacles are added. If you're ambidextrous, this is the game for you!



DR. MARIO

2 Player (GL)



What's Up, Doc?

Feisty viruses, that's what, and if they escape, they'll spread like the plague. Dr. Mario tosses out vitamins, and when you place three over a virus of the same shade, you'll wipe it out. When all are gone, you clear the screen and progress to the next level. Like the popular NES version, it has a two-player mode that is especially fun. Players set their own levels, so two with different experience levels can still have a competitive contest.



FLIPULL

2 Player (GL)



Keep Cool, Cube Crusher

It's you against the Cubes in this strategy game from Taito. Each is marked with one of four symbols, and they're stacked in various shapes. You, the strategist, eliminate blocks by throwing your block at others with the same symbol. When you clear the screen, move on to more challenging stages. Rack up the points by clearing more than one block at once and by working quickly. You have to think several moves ahead in this fast-paced puzzler.



THE GAME OF HARMONY

1 Player



Enter A New Age Of Serene Software

A game that demands relaxation? Believe it. You control the Seeker, a sphere containing a directional arrow. Your goal is to "synergize" the other pulsating orbs on the screen by pushing those containing matching shapes together. These Energy Spheres eventually explode if not united with a like orb, but when they are, they dissipate harmoniously into the atmosphere. Good luck.



HATRIS

2 Player (GL)



The Mad Hatter Is Working Overtime

From crowns to cowboy hats and bowlers to beanies, the mad hatter is dropping them all. You must stack them, caps on caps, top hats on top hats. When you pile up five of a kind, they disappear, and with every match, you accumulate points. See how your skills stack up against an opponent in the two-player mode. It moves quickly and gives you a chance to make your foe blow his stack.



KLAX

Presented by Nintendo
© 1990 Nintendo Inc.

1 Player



When The Waves Hit, Go With The Flow

The patterned Tiles come in waves, and your job is to keep a cool head and stack them with others of the same patterns. When you pile them three-high, they form a Klax and vanish, clearing the spot for a new stack. Get your sea legs in Level 1, then get fancy and form designs with the tumbling Tiles in later rounds. Some designs produce secret warps. Crisp sound and solid play control make this game interesting and challenging.



KWIRK

© 1990 Nintendo Inc.
© 1990 Nintendo Inc.

2 Player (GL)



Has This Hip Tomato Flipped Out?

Behind the shades is a tomato determined to pick his way through the maze of rooms ahead. Each room is a puzzle, and many obstacles block your way. Only by flipping, pushing and turning them in the correct order will you clear a path to the door. In Stage 1, you'll figure out how each obstacle moves in rooms that are fairly easy to clear. Stages 2 and 3 are more complex, though. It is a challenging game that has three play modes and dozens of rooms.



LOOPZ

Presented by Nintendo
© 1990 Nintendo Inc.

2 Player (GL)



Square It Up To Score Big

Mindscape's connect-the-pieces puzzler will really throw you for a loop. The object of the game is to complete a loop using the various shapes that randomly appear on the screen. Half-loops, corners, lines and zig zags show up one at a time, and you have just a few seconds to decide where you're going to put each. The more complicated the shape you complete, the more points you'll rack up, so the game is just as tough as you want to make it.



PIPE DREAM

© 1990 Nintendo Inc.
© 1990 Nintendo Inc.

2 Player (GL) Password



If The Flooz Looks, It's A Nightmare

Don't hire a plumber—do it yourself, and find out why plumbers are paid so well! Pick up the pipe wrench and start connecting the pieces that appear on the screen. Hurry! When the Flooz starts oozing, you have to stay one step ahead of the flow. If it leaks out of the end before you can connect a piece of pipe, you're sunk. Build up points fast by crossing existing pipes. In the two-player mode, players actually help, rather than hinder, one another.



Q-BILLION

1990 Nintendo

2 Player (GL)



It's Time To Clean House

Mouser is cleaning out the warehouse, but the mini-rodent can manage to move only one box at a time. When they're stacked, you have to figure out how to reach the top boxes to push them off. To clear them, place four boxes with the same symbols in any side-by-side configuration. In the two-player mode, you have to think fast and solve the puzzles before your opponent does. It's a challenging game that forces you to plan sequential steps in advance.



QIX

1983 Nintendo
Video & Audio Development

2 Player (GL)

Get Your Kicks
Rounding Up The Qix

When you begin, the Qix, a bouncing beam, has the screen to itself. Your goal is to block its access to 75% of the screen while avoiding the sparks that travel along the perimeter. Press A and Up on the Control Pad to begin closing off chunks of free space, but don't let the Qix bounce into you before you complete your line. The real challenge is coming close to the 75%, then marking off a huge section of the remaining screen with your last move to build big bonus points.



QUARTH

1984 Atari

2 Player (GL)

Break Them Up
With The Blockbuster

If the shapes that fall from above crash into the Quarthdome at the bottom, you're Quarthed and the game is over! To protect the dome, pilot your Blockbuster along the bottom of the screen and fire blocks at the shapes. When the blocks combine with the shapes to form complete squares or rectangles, you wipe them out. The two-player mode is especially fun because you can surprise your opponent by speeding the action up and hiding shapes on their screen.



SOLOMON'S CLUB

1987 Taito Inc.

1 Player, Password

Now You See It,
Now You Don't

A magician with a magic wand that makes blocks appear and disappear moves through various rooms as he figures out which paths lead to their exits. Each room holds a key that he must pick up in order to open the exit door. He also collects various treasures and coins while avoiding the fire of strategically placed enemies. The rooms range from quite simple to very complex, but the convenient built-in stage select lets you begin at your own skill level.



TETRIS

TM & © 1992 Electronic Arts Inc.
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2 Player (GL)

Line Up For
A Populer Puzzler

Tetris has taken Game Boy players by storm. It's simple to learn, yet there are dozens of strategies that can make you a more advanced player. Seven four-block patterns fall into the screen and it is your job to arrange them so that they form horizontal lines. Completed lines disappear and help make the stack of blocks a more manageable height. If you score multiple-line completions in a two-player game, lines are transferred to your opponent's screen.



ALTERED SPACE

1991 CSG/Bony Imaginart
Produced by Software Creations

1 Player

A 3-D Adventure
On An Alien Spaceship

Altered Space, much like the NES game Solstice, is an adventure with a 3-D perspective and plenty of puzzles. The action takes place on an eight-stage alien craft. As Humphrey, an astronaut, you've got to find a way to elude the enemies and escape while your oxygen supply holds up. You'll find items along the way that will help you unlock important hatches and pass the many obstacles within the ship.



COSMO TANK

TM & © 1990 Atari Inc.
Atari/Activision Inc.

2 Player (GL)

Take Off For Alien
Blasting Action

Insect-like aliens have taken over the five planetary colonies of Earth, and as the commander of the Tiger space tank, you have to send them packing. You'll touch down on each planet, take on the surface forces, then enter tunnels to destroy the alien Life Cores. Surface battles are shown in an overhead view, and tunnel battles take place in first-person perspective. Game Link to race against another player in a short version of the mission.

DISNEY'S
DUCK TALESThe Walt Disney Company
Disney Interactive

1 Player

Uncle Scrooge
Fits The Bill

Join Scrooge McDuck and his nephews on a journey to the exotic underground of the African Mines and the jungles of the Amazon, and blast off to the moon in search of treasures galore. There are five lands in all, with hidden rooms and illusionary walls to walk and to pogo through. In every land except Transylvania, Launch Pad will offer you passage back to the land select option. Enjoy!



FORTIFIED ZONE

1994 Capcom

2 Player (GL, Password)



A Mission Behind Enemy Lines

A two-person team of special military agents is on a mission to blast its way through several maze-like enemy compounds and take down the compound leaders. In a one-player game, you can switch from one team member to the next in mid-play, and in the Game Link game, you and your partner can split up and search different rooms at the same time. It pays to explore because there are helpful items along the way.



GARGOYLE'S QUEST

1995 Capcom

1 Player, Password



Firebrand: Guardian Of the Ghoulish Realm

This sequel to the NES game Ghosts 'N Goblins combines challenging elements of your favorite role-playing games with plenty of action and adventure. You must make your way through six towns, three castles and a windy desert to gather items and find the powers of a legendary Gargoyle warrior, Red Blaze, before evil King Breager overruns the Ghoulish Realm!



GAUNTLET II

1993 Games Corp.

2 Player (GL)



Survive The Dangers Of A Giant Dungeon

Many of the features that made Gauntlet II popular in arcades are included in this Game Boy version. One or two Players can choose to control a Warrior, Wizard, Valkyrie or Elf, and then explore dozens of dungeon rooms. It even includes digitized voices that let you know when you have collected a special item or when your character needs food. There is a lot of detail to the graphics, but sometimes it's hard to distinguish items from enemies.



MEGA MAN IN DR. WILY'S REVENGE

1993 Capcom

1 Player, Password



The Doctor Is In, Again

No matter how many times Mega Man defeats Dr. Wily, this mad mechanical genius will never learn his lesson. He's back with some of his most sinister robots for another round in what serves as a "who's who" list of Mega Man villains. In classic Mega Man style, you can choose to conquer the first four worlds in any order while accumulating the special powers of the downed villains. Next take on Dr. Wily in another action-packed finale.



THE RESCUE OF PRINCESS BLOBBETTE

TM, © 1991 Atari Games Corp.

1 Player



The Boy And His Blob Are Back

Once you figure out that each of your 14 Jelly Bean flavors changes the Blob into a different tool, you'll get through the locked doors and dead ends in no time! Your Blob is lost? No problem, just throw a Ketchup Jelly Bean and he'll "catch up"! A jump too high? How about a Tangerine Trampoline or a Licorice Ladder? You'll need a backpack full of Beans to pull off this rescue. Collect 'em all!



SPUD'S ADVENTURE

TM, © 1991 Atari Games Corp.

2 Player (G.L.) Password



Ferocious Fruits And Crazy Cooks?

As Spud the Wanderer, you must make your way through the four levels of the Far Tower to rescue your beloved Princess Mato. Many challenges await you, including puzzle rooms, invisible secret passages and even rooms with no lights! Link up with a friend for added challenge in Vs. Mode or go solo in Adventure Mode. It's a tasty mix of wacky food characters and role playing.



WHO FRAMED ROGER RABBIT?

The Walt Disney Co. America's Embroidered Toy Company, USA

1 Player, Password



Roger Rabbit's Trek Through Toontown

Armed with your spring-loaded Boxing Glove, help our harey hero find the hidden pieces of the Will and save Jessica from the clutches of Judge Doom. Some of your obstacles include bomb-throwing Garbage Cans and not-so-friendly Policemen. Great graphics and game play that is easy to understand make this an exciting adventure.



FRENCH LANGUAGE TRANSLATOR

1989 by Berlitz Publications

1 Player



Beyond French Fries And Quiche...

Is your knowledge of French limited to words like champagne and brie? Like the InfoGenius Spanish-English Language Translator, the French version is handy for travelers. Along with translating the language, it also converts metric units and currency, a feature that is useful in day-to-day communication. It has a vocabulary of more than 12,000 words and contains simple phrases that can be helpful to travelers.



FROMMER'S TRAVEL GUIDE

© 2005 Blackwell Publishing Ltd *Journal of Internal Medicine* 258: 103–110

1 Player



Feel Right At Home On The Road

Now you can learn almost anything you want to know about any of the 15 most-traveled cities in the nation. When you arrive in a new city, find out what restaurants are nearby, what sports events are happening, or what sights there are to see. As for hotels and restaurants, you can access listings by price, location, or both, and entries include descriptions and reservation policies. Also handy are the listings of toll-free numbers and travel agencies.



PERSONAL ORGANIZER

http://www.turkcell.com.tr

1 Power, Battery



Get Your Act Together

If you've ever missed an appointment, forgotten a special occasion, or wished that you had a vital phone number with you, you'll be interested in the InfoGenius Personal Organizer program. It has many of the features that you find in organizer books, but it's both electronic and portable. A notepad, a calculator, an address and telephone book, and monthly calendars covering more than one hundred years are all included.



**SPANISH LANGUAGE
TRANSLATOR**

Visit www.fishbase.org for more information.

1 Player



The Perfect Travel Companion

If you're traveling to a Spanish-speaking country and haven't had time to learn the language, the InfoGenius Language Translator might be the perfect pal to pack along. It quickly and easily translates words and phrases from Spanish to English and back again. Common activities such as asking for directions, ordering dinner, and checking into your hotel are all easier when you have your Game Boy close at hand. The currency converter is especially useful.



SPELL CHECKER

Volodymyr Hryshchenko

1. Introduction



An Electronic Dictionary At Your Fingertips

Game Boy proves that it is useful for more than just playing games. The Spell Checker, one of the InfoGenius line of Productivity Paks, makes Game Boy a handy reference as well. It has a vocabulary of more than 60,000 of the most commonly misspelled words and an on-screen keyboard that allows you to enter words and search for their correct spellings. It also lists other words that are similar in sound or spelling.



JEOPARDY!

© 1990 GameTek, J.E., Inc.
© 1994 Jeopardy! Productions, Inc.

3 Player (GL)



And The Correct Question Is...

Fans of the long-running television program will enjoy challenging themselves with Game Boy Jeopardy!. Play is much like that of the original game, with a variety of categories and answers ranging in value from \$100 to \$500 in regular Jeopardy!. If you're lucky, you might even come across a Daily Double or two. You can play solo against the computer, with one other person, or Game Link with more. Good spellers will excel playing this version.



WHEEL OF FORTUNE

© 1990 GameTek, J.E., Inc.
© 1994 Caplan Productions, Inc.

2 Player



Spin The Wheel And Win Your Fortune

Wheel of Fortune becomes more than just a spectator's game in its Game Boy version. Play against the computer, against a friend, or really set the odds in your favor by playing without an opponent. You spin the wheel, select letters, and build up the cash to buy vowels. A mini Vanna-wanna-be turns the letters, and when you solve the puzzle, you move on to a new category. Chances are, if you like the TV show, you'll like the Game Boy game.



THE FINAL FANTASY LEGEND

© 1995 Square Soft

1 Player, Battery



The Tower To Paradise Awaits

Legend says that a tall tower in the center of the world leads to paradise. You can find out if the stories are true by recruiting a party of adventurers and climbing the tower, floor by floor. There are four magic Spheres that you'll have to collect in four world-sized floors before you can continue your ascent. Solve great mysteries and take on huge evil creatures in this role-playing adventure for Game Boy.



FINAL FANTASY LEGEND II

© 1995 Square Soft

1 Player, Battery



Search For The Mystical Magi

The second chapter of the Final Fantasy Legend is even larger and more involved than the first. This time, there are nine worlds to explore and your mission is to collect the 77 pieces of a mystical statue. Your recruits include Robots, Slimes and Imps. Once you have all of the pieces that have been hidden in a given world, you'll be able to move on to the next world through the Pillar of the Sky.



MYSTERIUM

© 1995 Arika
 (Top Features of Arika)
 1 Player, Password



Journey Through A Mysterious Maze

The MysteryM is a 10-floor maze, packed with puzzles and crawling with creatures. It's your challenge to wind your way through a first person perspective view and solve the mysteries that lie in its deepest darkest passages. Pools of fire, water, acid and mercury can be used to transform the items that you pick up into useful tools and weapons. When you come across enemies, switch to Aim Mode and blast them with magic.



NOBUNAGA'S AMBITION

© 1996 Koei
 2 Player (GL), Battery



Civil War In Ancient Japan

Play a role in history and try to make Oda Nobunaga's dream of Nationhood a reality. There are over one hundred historically based characters to choose from. Japan is in absolute chaos at the game's start. First, smooth over domestic relations and build a strong base so you can influence other Fiefs, then build an army and prepare for war. This game is not for beginners but truly a joy for the expert.



SWORD OF HOPE

© 1995 Game Boy
 1 Player, Password



A Call To Destiny

As Prince Theo of Riccar, it is your destiny to free the kingdom from an evil dragon. To do so, you will have to fight the forces of darkness, find clues, and retrieve the hidden Sword of Hope. Here is an exciting adventure with the scope of an RPG and game play similar to its NES hit, Shadowgate. Excellent graphics and text bring the fantasy to life, and the password makes it easy to continue your quest when ever you want.

ULTIMA:
THE RUNES OF VIRTUE

© 1993 ECI © 1995 New Game
 1991 Design
 2 Player (GL), Battery



Recover The Missing Runes

In the Game Boy adventure of Lord British, the Black Knight has stolen the eight Runes of Virtue. To find them, you must search the eight Caverns in which they're hidden. Along the way, you will find magical items that will help you battle the many enemies you'll encounter. The eight levels are complex and varied, and above ground you will travel by land and by sea. Play control is great, graphics are clear, and RPG fans are sure to like it.



BASEBALL

1993 Nintendo Inc.

2 Player (GL)



Baseball, The Way It Oughta Be

Two different views of the game give this title its special edge. An inset screen of the base paths helps you keep a close watch on runners' progress, and the main screen puts you right in the middle of the action. Play in the USA or Japan. Play one or two players. However you play, you'll be in total control of your batters, pitchers, fielders and runners. A handy readout of stats keeps you up on all the important information.



BASES LOADED

1993 Jakuro Ltd.

2 Player (GL)



Batter Up! It's Time To Play Ball

The Great American Pastime comes to Game Boy. You'll have to make a lot of decisions in this game. You can choose from among three play modes and select your team, players, and the number of innings you want to play. While the screen shows you the action up close, an inset screen keeps track of the base runners. Pitchers and batters can even be moved around for more realistic play.



BLADES OF STEEL

Ultra Gaming, TM & © 1993 Nintendo

2 Player (GL)



Play It Right And Not A Goal

Hockey has made it to the Game Boy and it sure is slick. The action is smooth but you can still rough it up and incite a fight scene if you're not careful. Choose Practice, Exhibition, or Tournament mode. When you feel ready for the Tournament, choose difficulty levels ranging from Junior, College, and Pro. Play team hockey and maneuver your team to get the highest percentage shots if you want to succeed.



DAYS OF THUNDER

TM and © 1993 Paramount Pictures®
1993 Nintendo Inc.

4 Player (GL)



Are You Ready For A Wild Ride?

In Game Boy's latest racing-game entry, you climb behind the wheel of #45, rookie Cole Trickle's Nascar thunderhog. Race against an all-pro field or against up to three friends. Select from among five real Nascar tracks, or begin the season and tour them all. Play control is challenging but the game has lots of real-life racing features that keep it interesting.



EXTRA BASES

TM & © 1995, 1996 Nintendo Ltd.
Nintendo America Inc.

2 Player (GL), Password

Take Me Out To
The Ball Park

The action is seen from the batter's point of view. Split screen of the runners leading off from their bases is helpful. When the pitchers tire out and you can see perspiration rising, you know it's time to think about substituting a relief pitcher. Two aspects of the play that make it exciting are the ability to jump and catch a screaming line drive and the ability to throw to a cutoff man.



F-1 RACE

© 1995 Nintendo Inc.

4 Player (GL), Battery

The Number
One Formula For Fun

Race through 14 international Formula-1 courses in the first Game Boy game that allows for as many as four simultaneous Game Linking players. When you're not challenging your friends, you can enter the Grand Prix Circuit and go against a field of computer-controlled racers. You'll have to be well-practiced, though, because you'll be able to move on to the next track only if you cross the finish line in first place.



GOLF

© 1995 Nintendo Inc.

2 Player (GL), Battery

Tee Time Was
Never So Much Fun

One of the best golf games for any system, Game Boy Golf from Nintendo, combines excellent graphics and play features with the convenience of a Battery Pak. Other useful features include the ability to scroll the screen to view an entire hole or green and an indicator that shows how many yards remain between the ball and the pin. There are two courses and a Game Link option for more variation, plus a scorecard on which to monitor your game.



HAL WRESTLING

© 1990 Creative Group
Nintendo of America Inc.

2 Player (GL)

Body Slomming
Action Is Here

Enter the ring only if you dare. Choose single match action or go crazy and play four-on-four elimination. With eight monsters of mayhem to choose from, you can make up an endless variety of teams. This international wrestling lineup gives you all the holds, moves and action you'll ever want. It takes a while to figure out everybody's special moves...but that's part of the fun. Good luck and play within the rules.



HEAVYWEIGHT CHAMPIONSHIP BOXING

TM & © 1993 Nintendo

1 Player



You Can Run But You Can't Hide

Sooner or later you'll have to stand toe-to-toe, eyeball-to-eyeball with the Champ. But first you've got to slug your way through a bunch of really tough opponents. Jabs. Uppercuts. Hooks. You'll need them all in these 12-round battles. Two different screen angles keep you on your toes and maybe off your back. Fast finger action and anticipation should help you along. May the best man win.



IN YOUR FACE

TM & © 1993 Nintendo

2 Player (GL)



It's Slammo Jamma Time

This is the game that takes basketball to the streets. It's one-on-one and two-on-two schoolyard basketball at its toughest. Speed is essential here. With lots of open court, the action is fast and frenzied. Teamwork and man-to-man skills are equally important to master. And don't forget to play tough, belly-to-belly "D." It can really pay off. If you slam dunk well, you'll be rewarded with two points and a replay.



MALIBU BEACH VOLLEYBALL

TM & © 1993 Nintendo

2 Player (GL)



Dude! It's Beach Volleyball, Malibu-Style

Yo, Spike, crank it up big time. It's an international volleyball tournament that will stretch your thumbs to the max. Choose from three play options and four international teams. Get ready to dig, spike, dive and set. Keeping your eye on the crosshair helps you to know where to set up for your next shot. An up and down screen scroll keeps you focused on the ball. Game Link makes things even hotter.



MOTOCROSS MANIACS

TM & © 1993 Nintendo

2 Player (GL)



Mud And Mayhem

If you liked Excitebike for the NES, you'll want to check out Ultra's Motocross Maniacs. The courses include jumps, mud, loop-the-loops and other challenges. Race against the computer, a friend, or the clock and practice, because the controls can be tricky. Until you get the hang of leveling out the bike as you make a jump, you'll end up turning somersaults and losing time. Keep up your speed to reach the higher ramps.



NBA ALL-STAR CHALLENGE

© 1993 EA GAMES Inc. 1993 EA GAMES

2 Player (GL)



Mix It Up NBA Style

With 27 NBA All-Stars to choose from, this game is a delight for experts and beginners as well. Choose from One-on-One, Free Throws, Horse, Accuracy Shoot Out, and Tournament modes. You can select not only your favorite all-star, but also your opponent. Time limits may also be set. Get a friend to join in and play the dream challenge of any NBA fan: Going one-on-one with the very best.



NFL FOOTBALL

© 1993 Sports Illustrated

2 Player (GL)



Kick Off With The Real Pros

This action-packed sports game features all of the NFL Teams. The real teams. Choose from a wide range of offensive plays and defensive formations. It's either you against the computer or you against a friend in the two-player mode. A neat feature is the overhead, blimp's-eye-view of the playing field. Smart strategy goes a long way in this game. Mix it up with equal levels of running and passing.



NINTENDO WORLD CUP

© 1991 Technos Japan Corp.
© 1991 Nintendo

2 Player (GL), Password



Get A Step On The Competition

Select from 13 countries, each with its own capabilities. Super Shots are one of the quickest ways to score, but you are allowed only five per half. Once the Super Shots have been used, you may still Power Kick. Pass the ball frequently and employ team play to better ensure a high percentage attempt at the goal. The password feature allows you to continue play at advanced levels.



PLAY-ACTION FOOTBALL

© 1993 Nintendo Inc.

2 Player (GL)



Snap Your Chin Strap, The Action Is Hot

Four levels of skill. Eight teams. Four quarters. It all adds up to professional action. Careful play selection on offense and shrewd selection of formations on defense are where the game is won or lost. Once the action starts, quick thumbs can help you into the end zone. Practice your passing game and open field running...they pay off big time. There is little left to chance because this game relies heavily on strategy.



SIDE POCKET

TM & © 1993 Data East
2 Player (GL)It's Pool And Thor
Rhymes With Cool

Chalk up your cue and choose 9 Ball or regular Pool. Either way, you'll need a sharp eye and a good head for angles. A power meter, total directional control and a path preview feature all combine to make this a very realistic pool game. Don't just blast away and hope for the best. You must select your shot carefully and pay close attention to the power meter.

SKATE OR DIE:
BAD 'N RADTM & © 1993 Hasbro
1 PlayerYo, Dude! More Throshin'
Action For The Game Boy!

It's bad, it's rad, it's just right for the Game Boy. Thrash your way through four stages of side-view skateboard action. You will encounter many obstacles in your tubular travels. You must jump, duck, and skate past everything in your way as you navigate several types of treacherous terrain. You can even jump and smash enemies with your deck. It's a challenging ride — skate tough or stay home!

SKATE OR DIE:
TOUR DE THRASHSponsored by Santa Cruz Skateboards
TM & © 1993 Electronic Arts

2 Player (GL), Password

Radical Action
On The Boards, Dude!

Electronic Arts has continued the legacy of Skate Or Die with this amazing sequel. Choose an adventure with the Stale Fish Tour that begins in Los Angeles or go to the Retro-Rocket Ramp scene. Beginners and experts alike will enjoy the action and the handling of the play control. The Game Link brings in an added feature that will consume your playing time and competitive spirit.

SUPER R.C.
PRO-AMLicensed Exclusively by Nintendo
TM & © 1993 Hasbro

4 Player (GL)

Radio Controlled
Racing At Its Best

If you liked R.C. Pro-Am for the NES, you'll love this super Game Boy version. Race solo or Game Link to go head-to-head in heated competition with up to three friends on the game's 24 twisting, turning tracks. The graphics are good, the sound great, the play control excellent. The super-competitive multiple player modes, made possible by the new Four Player Adapter, are especially fun.



TECMO BOWL

© 1993 Tecmo, Inc. All Rights Reserved

2 Player (GL), Password



An NES Success Comes To Game Boy

When Tecmo Bowl was translated to Game Boy, the designers must have said "Why change a good thing?" The Game Boy version of this great NES Football game is as close to the original as it can possibly be. The teams are the same and the passwords are completely compatible. The one drawback is that the 1988 player rosters may seem out of date. Every team has eight plays that reflect the strengths of those rosters.



TENNIS

© 1993 SNK, All Rights Reserved

2 Player (GL)



This Game Is Such A Racquet!

This is a tennis game you can really love. You'll get your choice of four different skill levels and a complete arsenal of strokes: forehands, backhands, volleys and serves. One or two players can play. Either way you'll need good eye/hand coordination. Moving your opponent around his side of the court and covering your side are crucial elements in a winning game. And guess who the umpire is...It's your favorite moustached plumber!



WORLD BOWLING

© 1993 Nintendo

2 Player



His And Her Bowling

This two-player game captures bowling at its best. Bowl like the professionals and get a proper hook to maximize the chances of a strike and minimize the feared split. Watch the power meter and the control meter very closely and find a combination that works for you. The game covers six different countries, and when you bowl a strike, you will see a character unique to that country.



WWF SUPERSTARS

© 1993 World Wrestling Federation & Nintendo

© 1993 The Nintendo Game Boy

2 Player (GL)



Grapple With The Best

Play Tournament mode and take on all of the WWF Superstars or Game Link with a friend for a strictly one-on-one match that lets you test each others will to survive. Get up on the ropes and show 'em who's boss — perform a special move if you have one. The Ultimate Warrior seems to specialize in throwing other wrestlers out of the ring. Choose your favorite wrestler and take your ability to the limit.



BATTLESHIP

© 1993 Nintendo. Battery life: 1000 hours.

2 Player (GL), Password



Sink A Fleet With Special Weapons

Arrange a fleet of naval vessels and set your sights on your enemy's grid in this Game Boy version of the classic board game, Battleship. You can go up against a computer-controlled opponent or challenge a friend to a one-on-one match. In addition to Missiles, you have a limited supply of special weapons that can hit as many as five spaces at once or detect enemy vessels by radar.



CAESARS PALACE

TM & © Caesar's Palace 1993. Battery life: 1000 hours.

1 Player



Dice Up The Competition

Cashier Suzy greets you and pleasantly supplies you with one-thousand dollars worth of chips to play classic casino games. If you ever wanted to go to Las Vegas and not lose money, this game is a sure winner. Try your luck at the roulette wheel and the famous one-armed bandits. Try playing Black Jack, and if the situation warrants a change of game, and a change of luck, feel free to try another game of chance.



THE CHESSMASTER

© 1993 The Software Technology, Inc. 1993 US Tech.

2 Player, Password



Check Mate Your Mate With The Chessmaster

The Chessmaster is a great Chess game for people on the go. It offers a challenge for the experienced player, as well as hints and a demonstration mode for the beginner. The password feature is especially convenient when you only have time to sneak in a few moves. Play against the computer or hook up the Game Link for two-player fun.



ISHIDO: THE WAY OF THE STONES

© 1993, 1990 Software Technology, Inc. 1990 US Tech.

2 Player (GL)



Match The Symbols Of The Ishido Stones

The Asian board game, Ishido, is a test of matching skills. A set of 65 stones with assorted symbols are held in a pouch. The object is to pull the stones from the pouch and match their symbols with the other symbols on an 8 X 12 board. The symbols can be matched by either the primary shapes or by the backgrounds. You can play a game of solitaire, play against a computer-controlled opponent or challenge a friend, with or without a Game Link.



POWER MISSION

TM & © 1990 Nintendo

2 Player (GL), Password

Power A
Fleet To Victory

In this strategic battle game, you command a small group of submarines, ships and planes in a mission to eliminate an enemy fleet of the same size. With every turn, you can move any or all of the vehicles in your fleet into position. The only vehicles in your fleet that can travel over land are fighter planes. Play against a computer-controlled opponent or challenge a friend to a Game Link battle.



SHANGHAI

© 1995 Activision Inc.
Wholesale: Lobotomy Inc.

1 Player

Find Matches
For Tiles in A Pile

Tiles with assorted characters are arranged in a pile in this popular Chinese game. The object is to find matching pairs for all of the tiles. Each matching pair is taken away so that you can get to the tiles that were previously covered. When all of the tiles are gone, you win. The Chinese characters on the tiles can be changed to letters and numbers that may be more familiar to a North American player.



SPOT

TM & © 1990 T&E

© 1991 Activision Inc.

1 Player

Spot Captures
Your Attention

Spot is a challenging board game similar to Othello. Your goal is to control the board by capturing your opponent's pieces. You can claim your opponent's markers by moving one of your pieces next to his. Every time you move, all of your rival's pieces will become yours. Plan ahead, though. If you don't, you could lose up to eight of your pieces in one fell swoop. Spot flips and dances trying to cheer you on to victory.



SUPER SCRABBLE

TM & © 1990 Activision Inc.

2 Player (GL)

Test Your Word Knowledge
Against The Game Boy

Featuring a 40,000-word dictionary, this Game Pak will challenge even the most brainy players. Your goal is to earn lots of points by creating words with high-value letters. The computer can be set to five different levels of play, and it can take from one to five minutes to consider it's next move. Remember, your remaining tiles will score against you at the end of the game, so make every move count!



GAME PAK INDEX

INDEX KEY

Rating Categories

G = Graphics And Sound C = Challenge
P = Play Control T = Theme & Fun

Game Category

Action Role Playing RPGs
Adventure Sports
Puzzle Strategy
Quiz/Productivity

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Number Of Players

1P = 1 Player Max.
2P = 2 Player Max.
GL = Game Link (2 Player)
GL* = 3 Player Max.
GL** = 4 Player Max.

Game Save Feature

PASS = PASSWORD
BATT = BATTERY

Power Meter Rating

Max. Rating 5.0

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